THE BOOK OF

LIBRARY OF RUINA

BOOK, LIBRARIAN, STAR AND CITY

I

BOOK CONTENTS

THE LIBRARY WILL ENDURE

ILLUMINATED, SOLITARY, INFINITE,

PERFECTLY MOTIONLESS,

EQUIPPED WITH PRECIOUS VOLUMES,

USELESS, INCORRUPTIBLE, SECRET.

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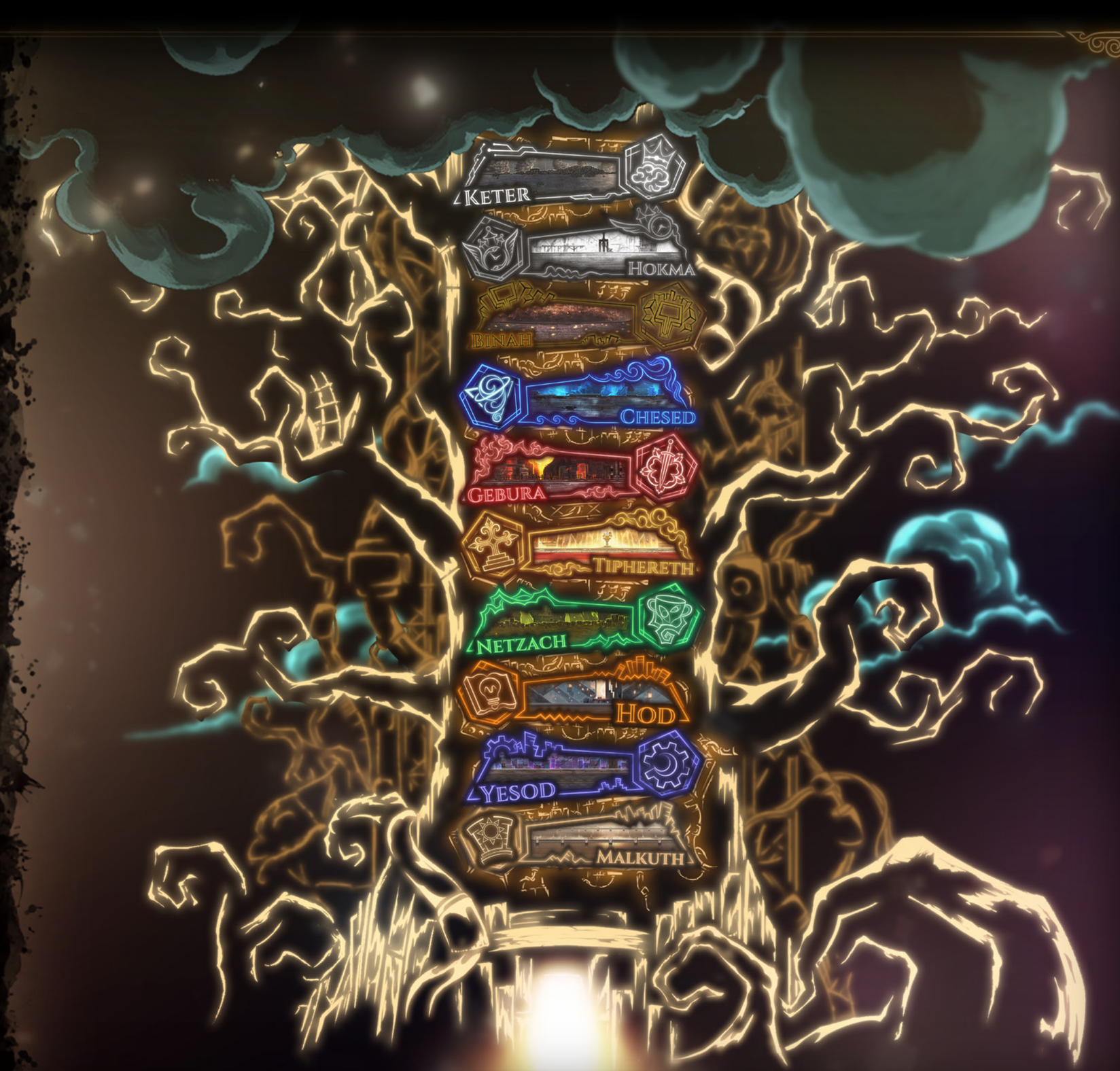
Foreword to the Patron Librarians

These are the Patron Librarians, tasked with greeting guests invited to the Library and categorizing its books. They're our longtime coworkers who have been with us since Lobotomy Corp. The Patron Librarians take charge of the floors, each dedicated to a specific subject; the atmosphere of a floor depends greatly on the genre and the Patron Librarian. Oh, and we can't forget about the assistant librarians aiding them, of course. It seems the librarians are maintaining good relationships with each other.

Even though the Patron Librarians don't display an entirely favorable attitude, they have their own reasons to lend a hand.



Patron Librarian Malkuth 말쿠트

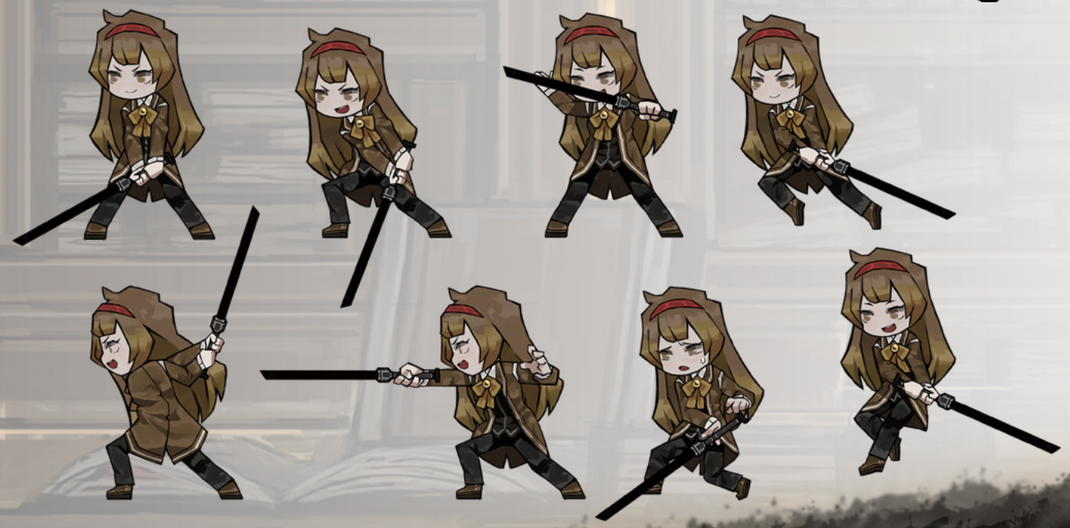
VA Lee Areum (이아름)

…Hello there. I'm the Patron Librarian in charge of the Floor of History… Malkuth!

Age	???
Gender	Female
Height	163cm (~5'4")
Birthday	March 24th
Personality Traits	Guileless · Passionate · Impatient
Hobbies	Always trying different things!
Specialties	Spatial Awareness
Likes	Potatoes · Novelty Candles
Dislikes	Giving Up

I'm the first to check out this book? Neat, it's nice and clean! I'll take a peek then!

I made some notes here and there! Don't mind them when you read!



LYM

When I worked on the Floor Realization, it was nice to be able to depart from characters set in the near-future City and design things more grounded within fantasy aesthetics similar to what we had in LC. I could also gain a deeper understanding of Angela's thoughts and sentiments through that process. The background track that begins with a tone of sadness and explodes into anger is another highlight of Angela's Realizations.

Developer's Notes

KES

I personally like Malkuth with shorter hair. You can see her real-life incarnation when you visit HamHamPangPang. She often dyes her hair to try and change her image… Malkuth working hard all the time is a pleasing sight :)
Go get 'em, HamHamPangPang!

KJY

Since this was the first floor to have a Realization, we had lots of contemplations and concerns—especially so—since it was likely going to set a precedent for future Realizations to follow. I think I also agonized over the presentation of the story. Seeing the reactions of the players made all the effort worth it, though.

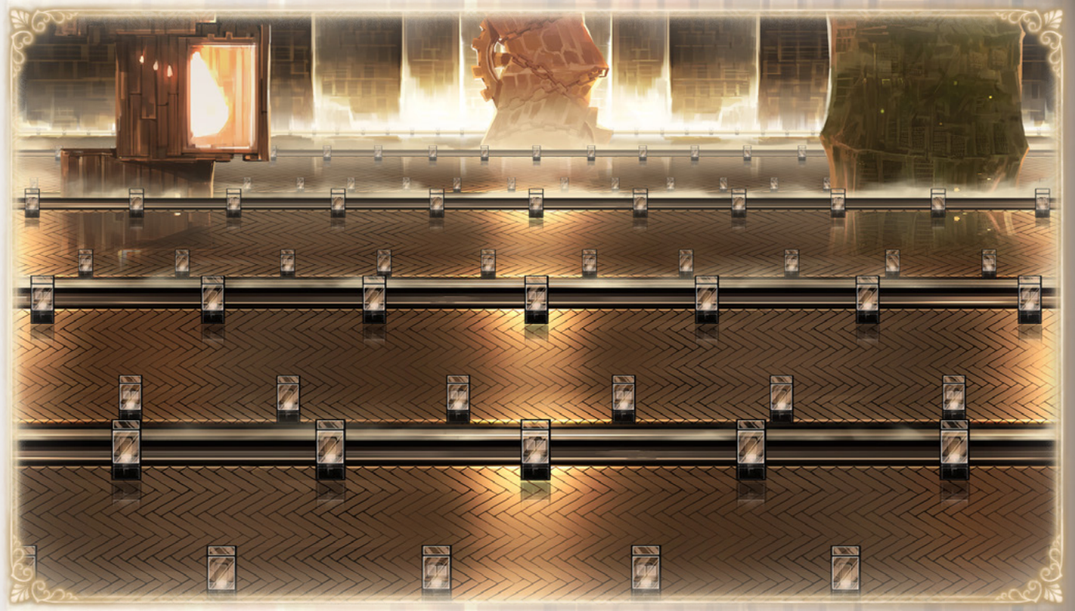
KJH

It's the ever cheerful Malkuth. Pairing Abnormalities with the theme of history was a tough task. It also took quite a bit of time to conceptualize the background design for the stage. I planned out the design with the idea that it stretches out from here to Yesod, Hod, and Netzach's floors. I fondly remember the fans' positive reactions to our first Realization update.

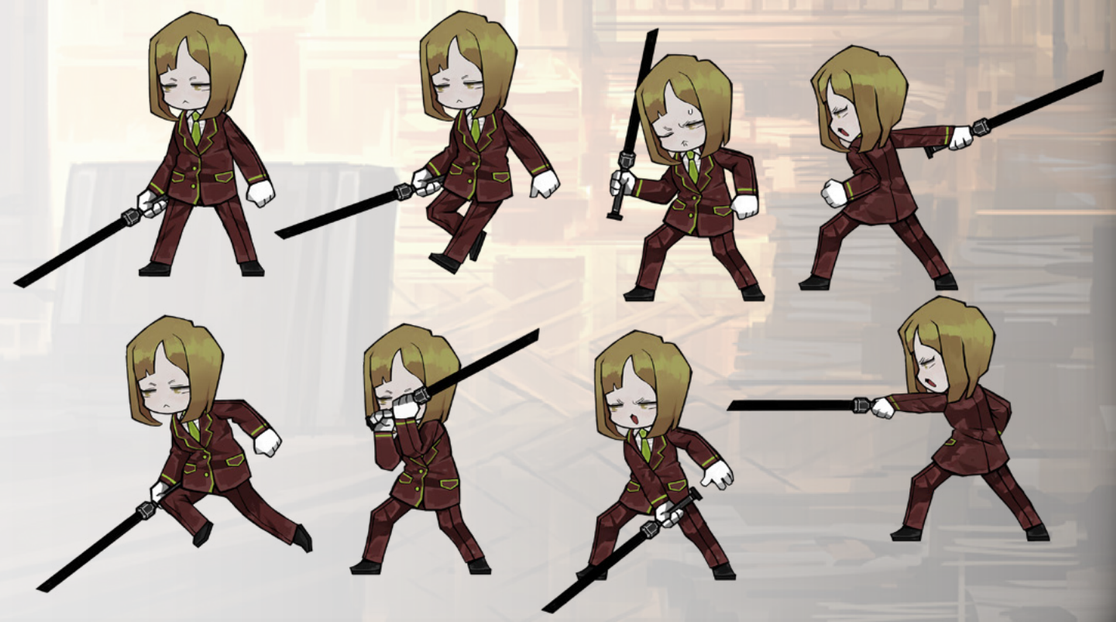
KJY

When we first did the voice acting, I remember directing Malkuth's lines in a way that more clearly demonstrates her fluctuant and sometimes chilling personality. There was a more dramatic difference in her tone; her voice would be brighter than ever when she's feeling happy, but it gets as low as it can be when her mood tanks… After some consideration, we decided to re-record the lines with less contrast.

The Floor of History

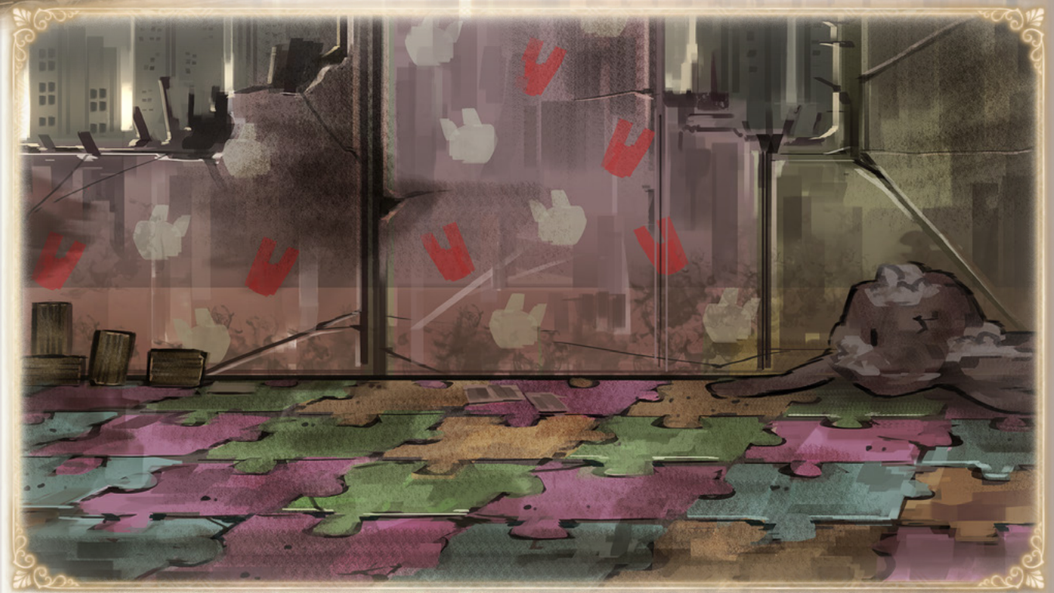


Assistant Attire



Scorched Girl

Happy Teddy Bear



Happy Teddy Bear

.

.

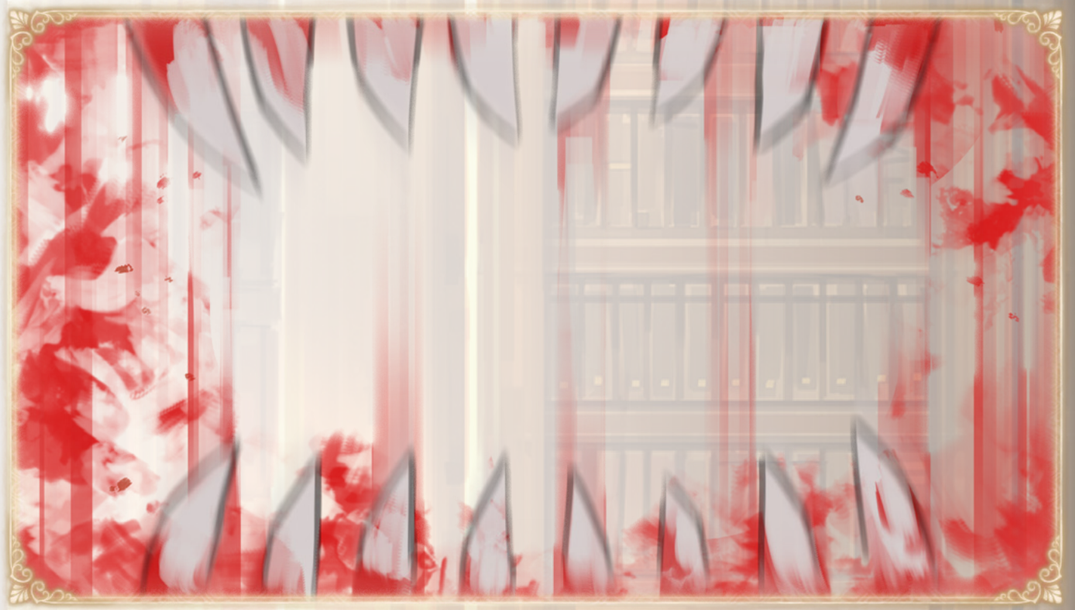
.

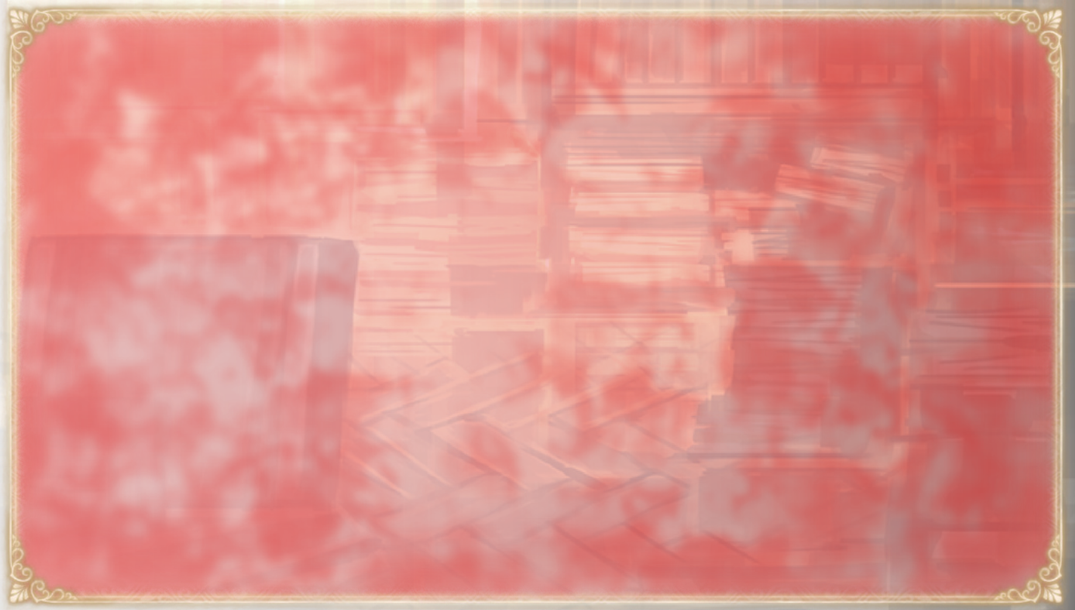
So, I need you to fall asleep.

…What's with those faces?

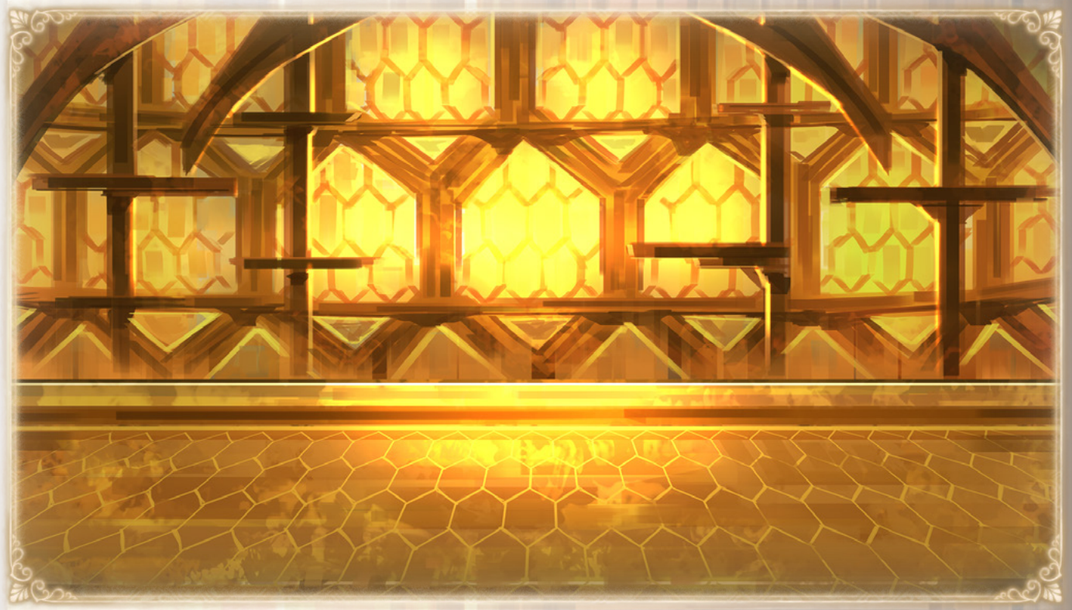
It's the rest you all longed for.

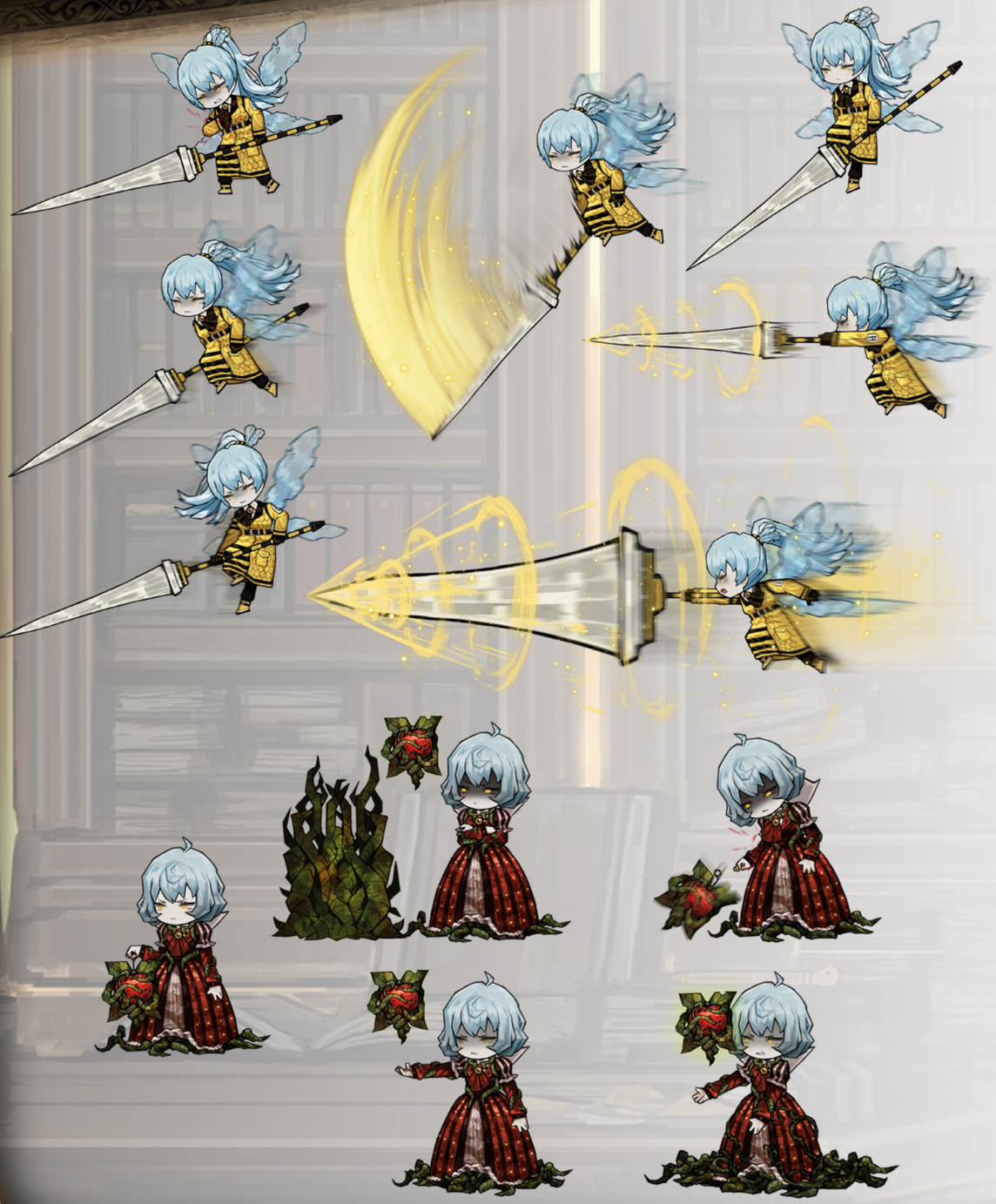
Fairy Festival





Queen Bee





Patron Librarian Yesod 예소드

VA Lee In-seok (이인석)

I am Yesod, the Patron Librarian of the Floor of Technological Sciences.

Age	???
Gender	Male
Height	171cm (~5'7")
Birthday	July 10th
Personality Traits	Analytical · Well-behaved · Temperate
Hobbies	Yoga · Stretching
Specialties	Reading Comprehension
Likes	Eggplants · Hard Candies
Dislikes	Failing to meet deadlines

Someone already left a few memos in here... Regardless, I will be the second to receive this book and read it.

Developer's Notes

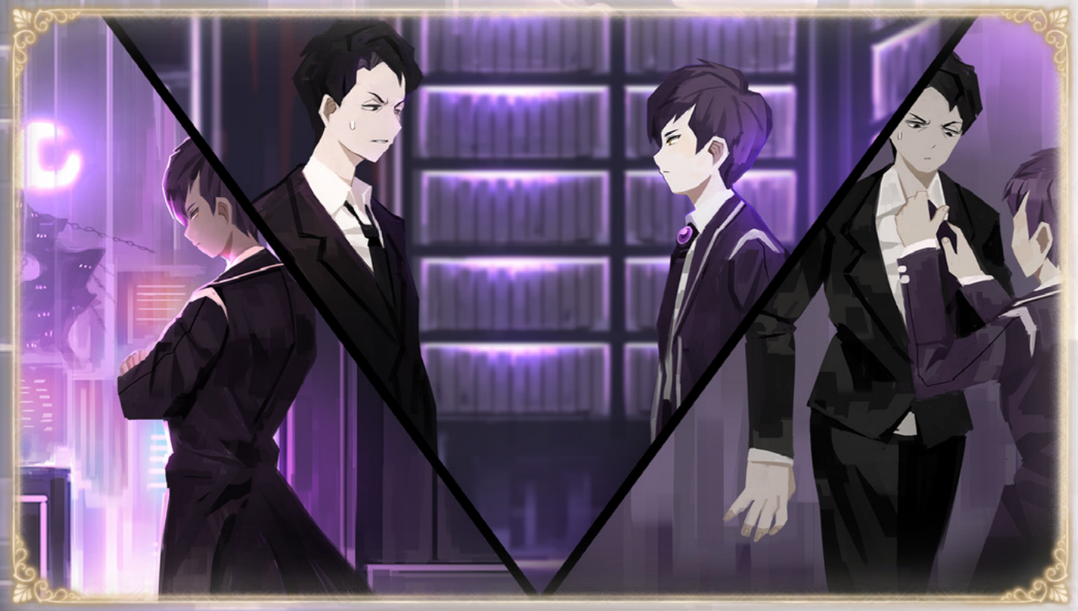
SYJ I wasn't the only one who was uncomfortable with seeing the unorganized shelves in the background. I am filled with comfort now.

KJH The appearance of the Patron Librarians has changed from how they were in the previous installment as the Sephirot. Yesod's hairstyle was the greatest challenge of all. We feared that giving too great a change would make him look like a different person, and Yesod wouldn't have liked it himself.

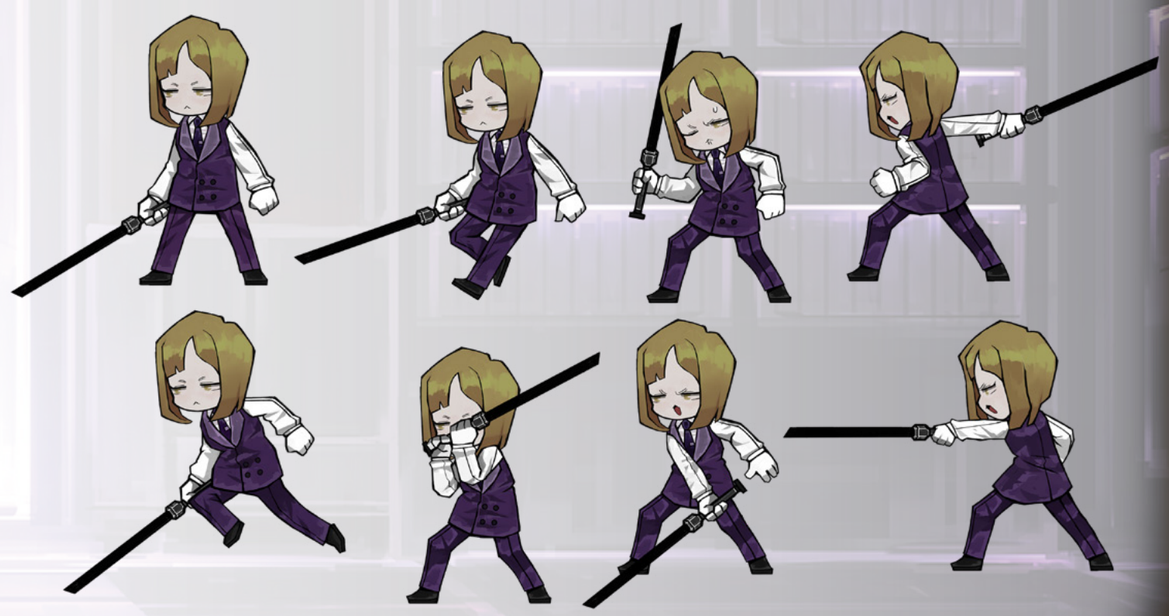
LYM I got to learn more about Yesod as I directed his BGM and the Realization. We intentionally toned down the grandiosity of the BGM for the early floors, which was a shame because the tracks of the draft version were really appealing. I personally feel that the level 1 BGM bears a strong resemblance to Yesod, so I listen to it often.

KJY I'm a fan of the gear-shaped lights in the background art for Yesod's floor. I only had a blurry idea of how I'd like the background to feel, but the art director grasped my thoughts well and reflected them in the art superbly, to which I responded: "Eureka!"

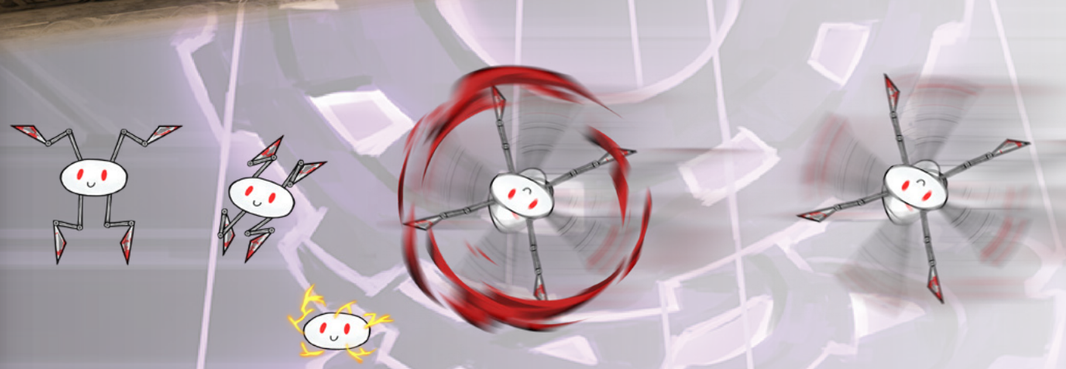
The Floor of Technological Sciences

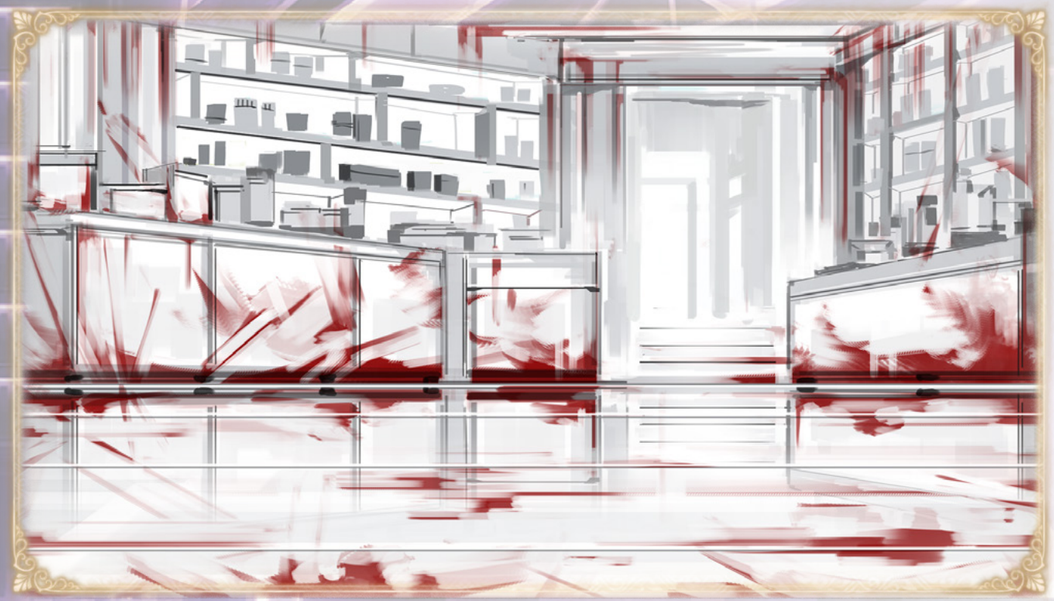


Assistant Attire



All-Around Helper





All Sephirot and personnel,

please follow my lead!

The Control Team will be in command now!

.

.

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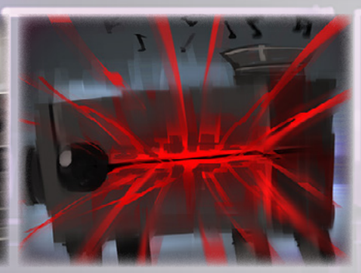
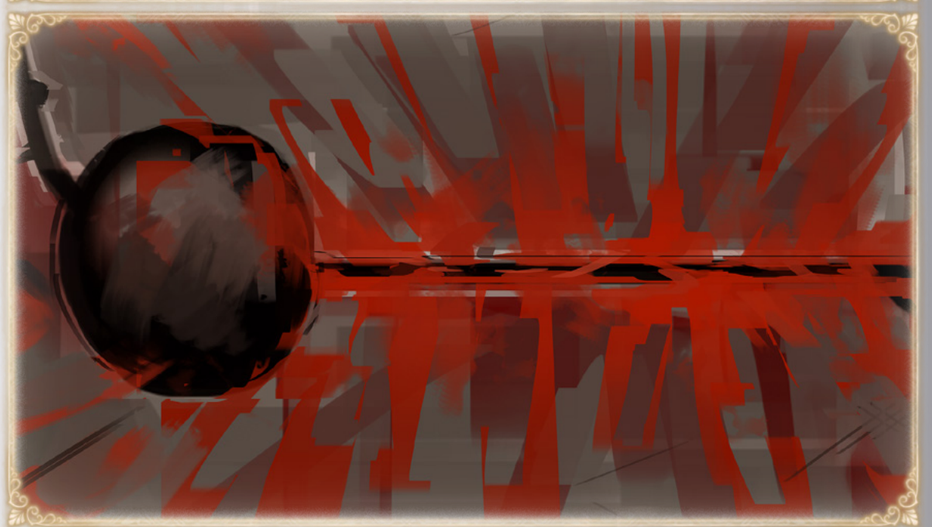
It brings me joy to see you all act in such coordination.

Now, try and stop us till the end.

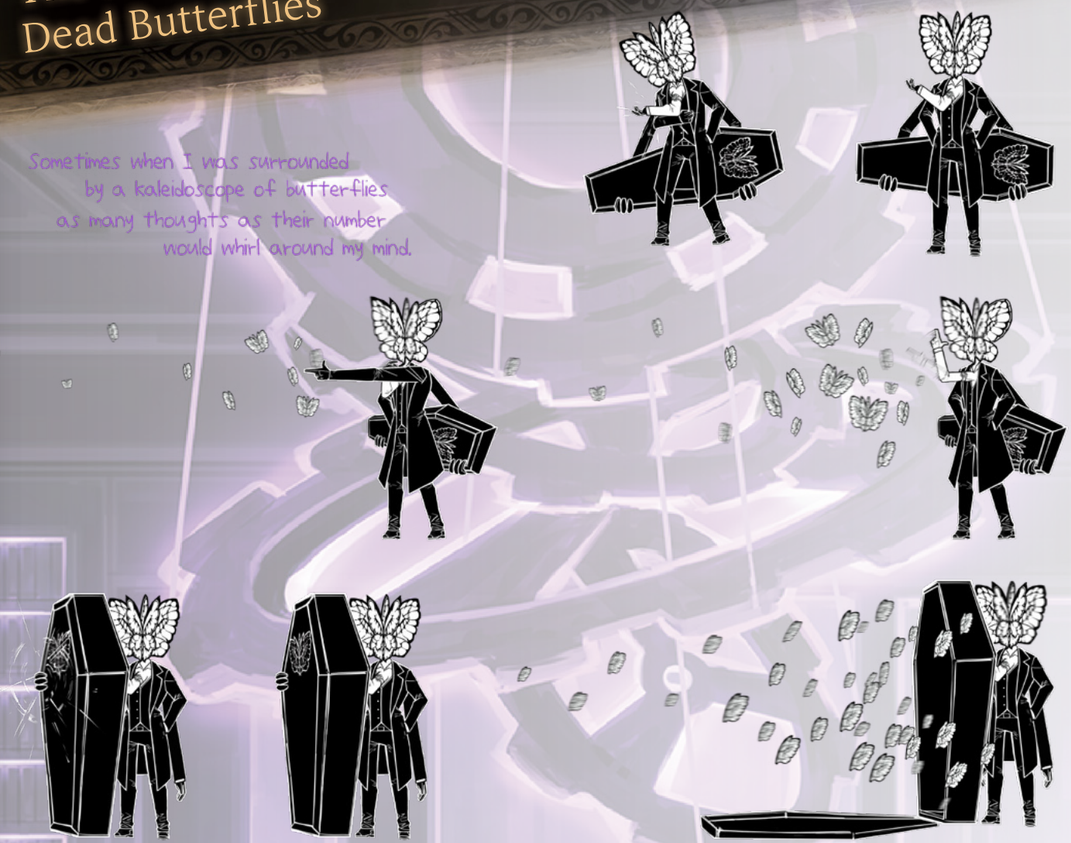
The Singing Machine

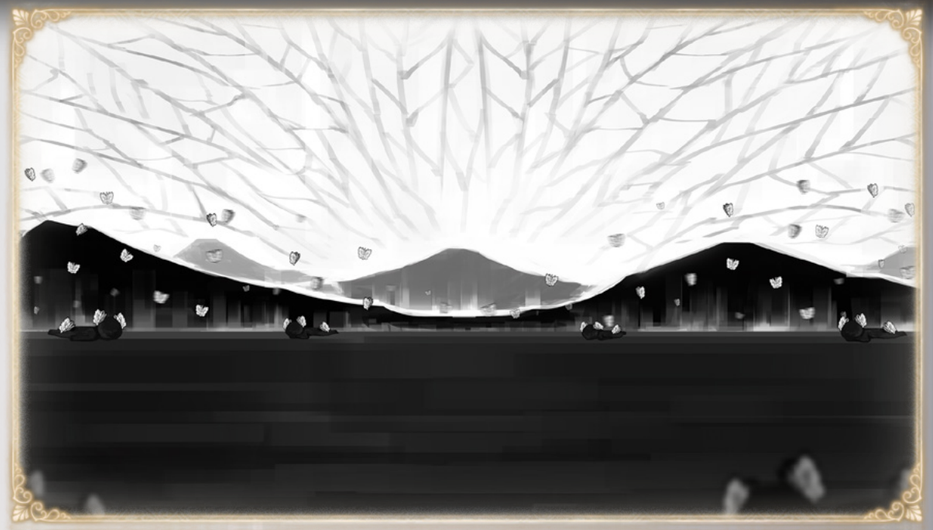


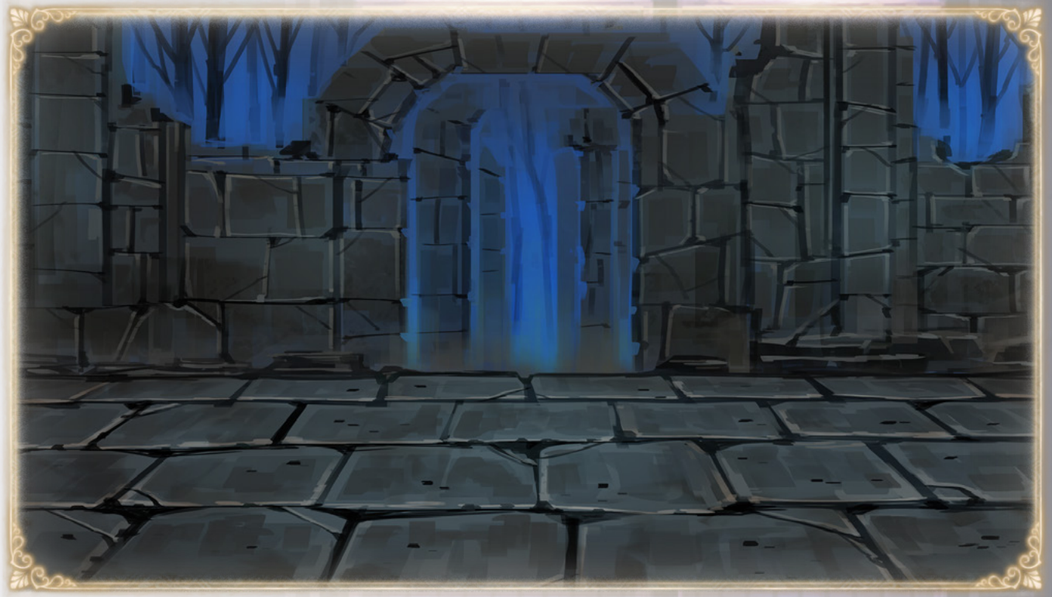


The Funeral of the Dead Butterflies

Sometimes when I was surrounded
by a kaleidoscope of butterflies
as many thoughts as their number
would whirl around my mind.







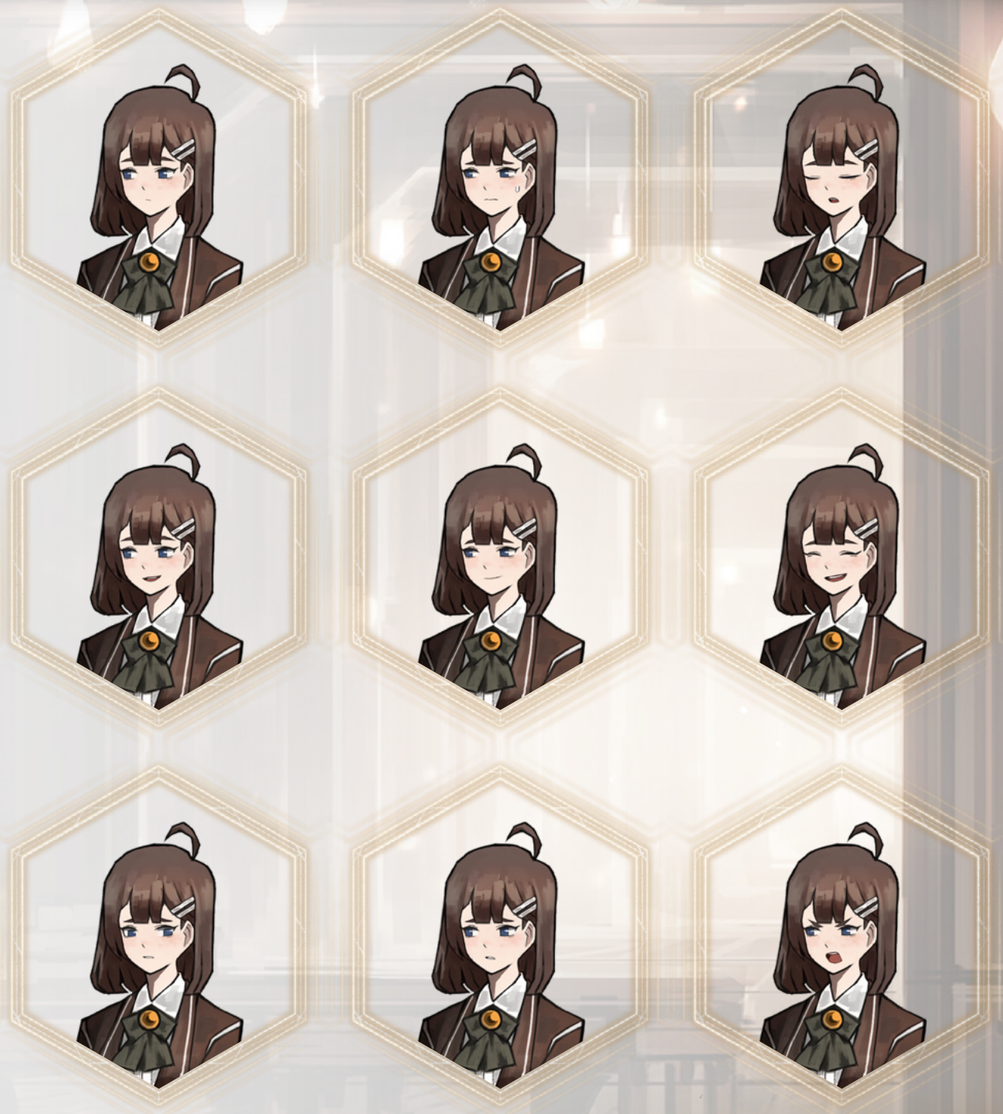
Patron Librarian Hod 호드

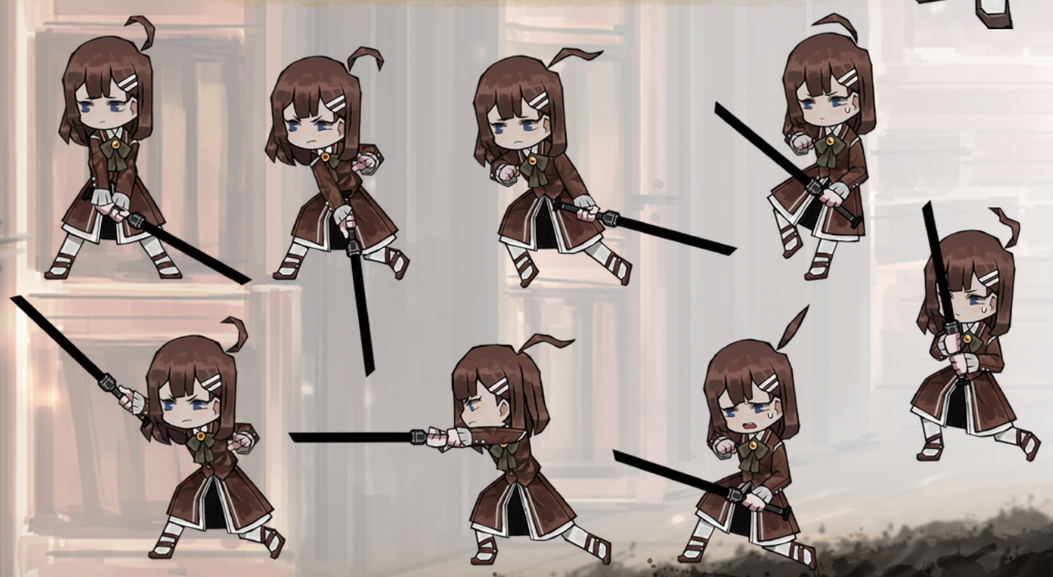
VA Kim Haru (김하루)

Hello. I'm Hod, in charge of the Floor of Literature.

Age	???
Gender	Female
Height	166cm (~5'5")
Birthday	September 10th
Personality Traits	Empathetic · Amiable · Naive
Hobbies	Spending time with the librarians
Specialties	Articulating her thoughts logically
Likes	Soft Fabrics · Cooked Tomatoes
Dislikes	The Cold

A book cowritten by Roland and Angela...
I wonder what you two wrote together.





KES When I first heard that Hod would be managing literature articles, I thought there could be something that suited her better. Of course, now I believe that literature matches Hod well. :)

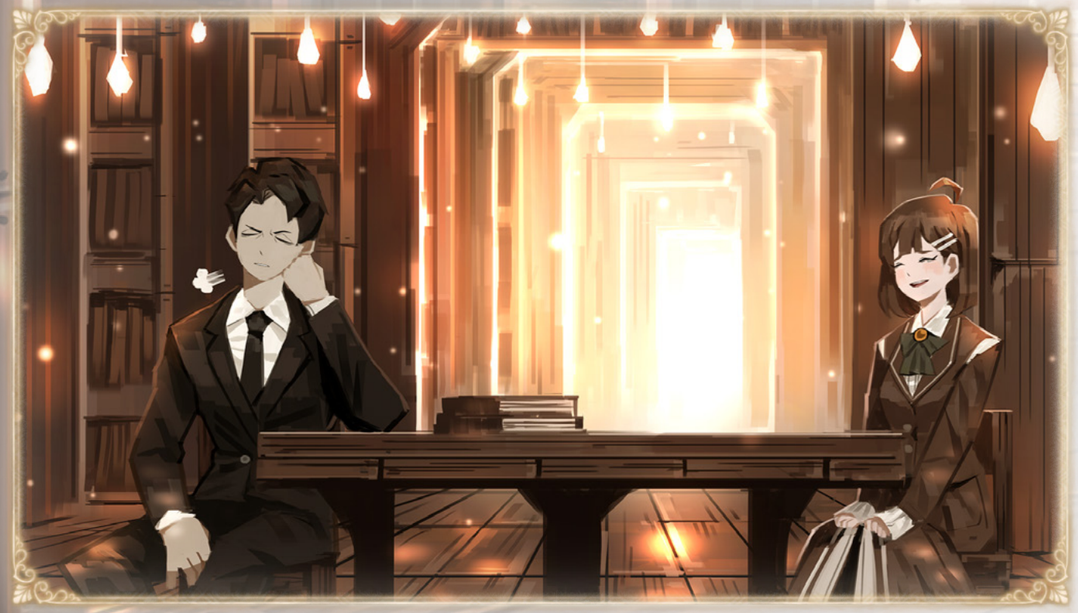
LYM Starting with the Floor of Literature, the director asked that the designs for Angela's forms look more like a Distortion. I grappled with the design concepts quite a bit. There was a lot of trial and error creating the visuals for Spider Bud's E.G.O, which was our first attempt at such effects.

KHN Back when I was playing LOR for the first time after joining the team, I was fighting Today's Shy Look with everyone watching, and was beyond terrible at getting the timing right. When I succeeded after about 10 tries, the whole team congratulated me like it meant the world to them. When they adjusted the difficulty later, they asked me to test it out.

KJY I'm fond of the warm atmosphere on the Floor of Literature. How nice would it be to read a book in such a place, nursing a cup of tea…? It led me to believe that some would prefer the Floor of Literature as the prime get-together and reading spot, as seen in an illustration where the Patron Librarians are together. The assistant librarians join in sometimes, too.

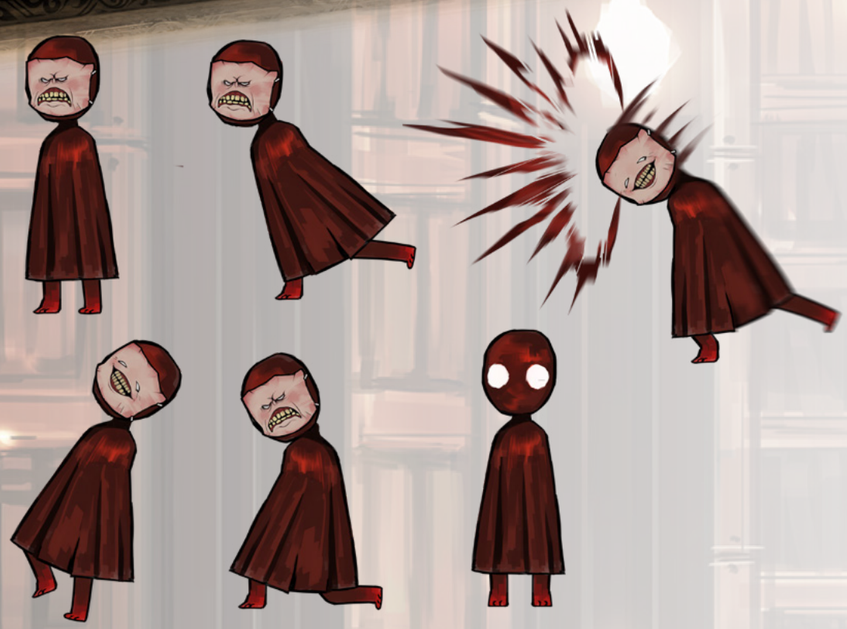
KJH Her antenna is pointing the direction opposite of her hair in LC. It looks like the fanbase is evenly split on whether they prefer Malkuth or Hod. Our team is evenly split on the matter as well, actually.

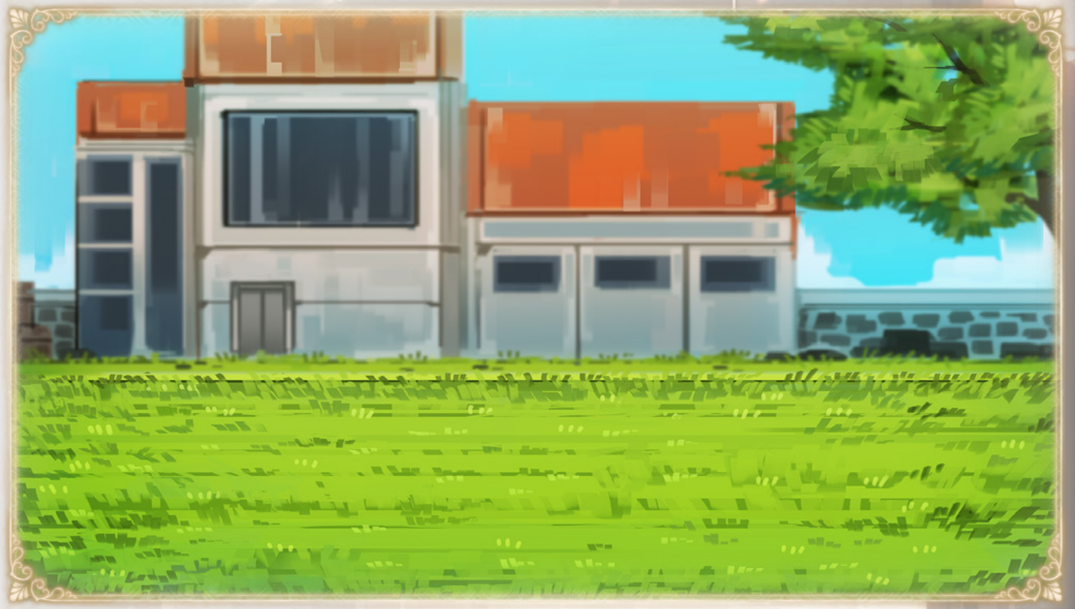
The Floor of Literature

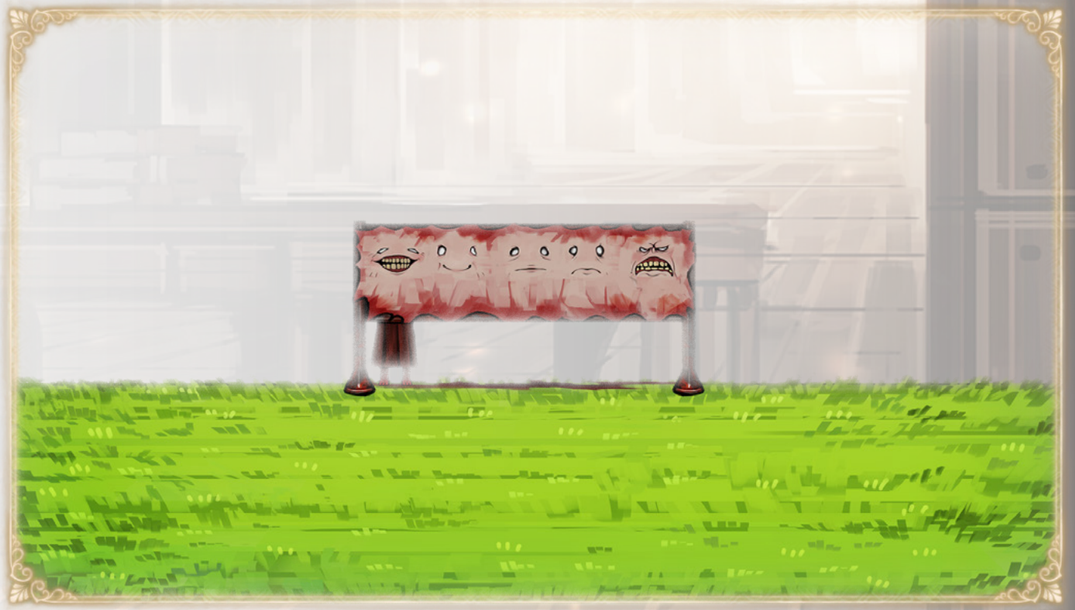


Assistant Attire

Today's Shy Look

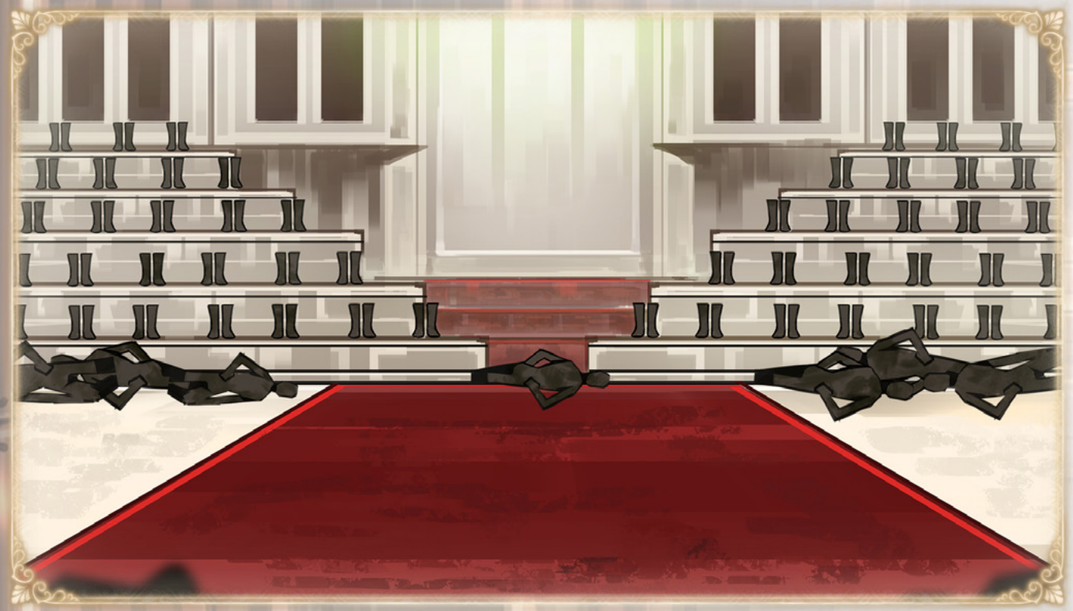


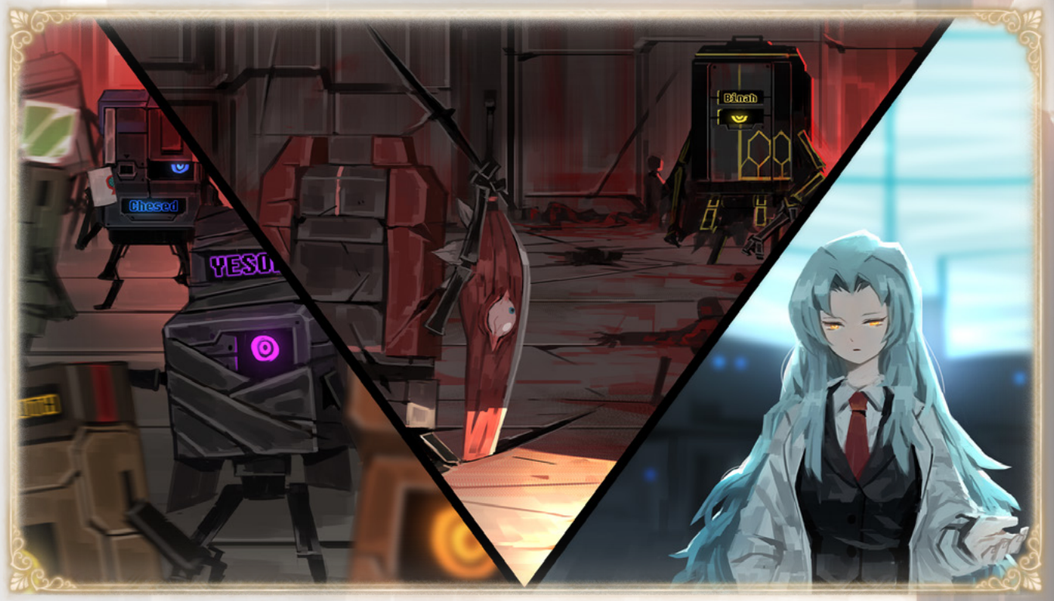




The Red Shoes

I think desire is a dangerous emotion that can break you, as much as it's a necessary part of life.
Some books say that's what makes desire beautiful... Like that pair of shoes that were said to be charming.





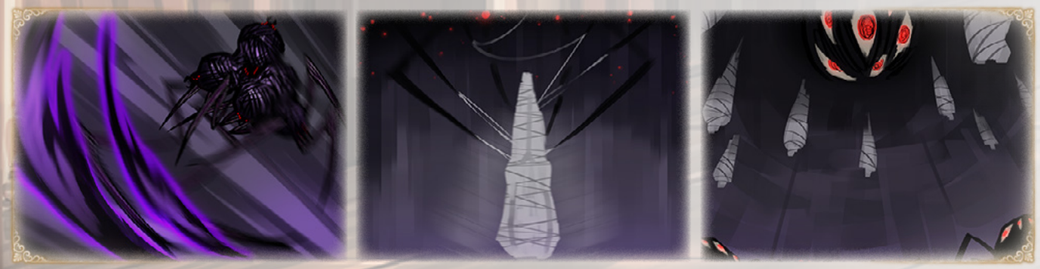
You'll never get to spread the light
for those seven days you all planned.
It would last··· hmm, perhaps four days at most?

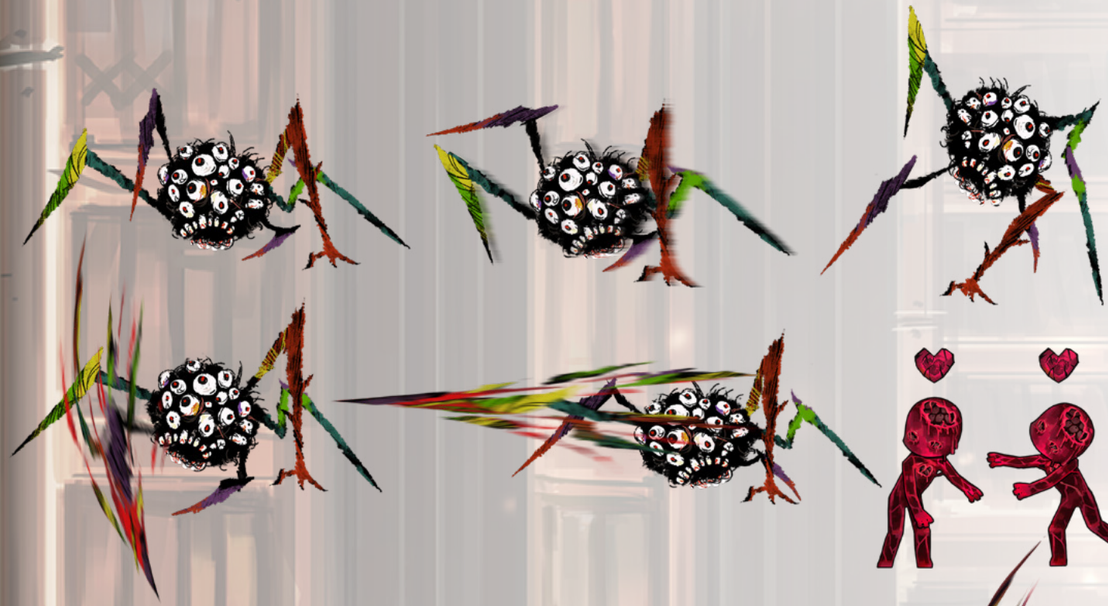
And I'd be left with only two or three days'
worth of light for myself.
In any case, none of us will have won this battle.

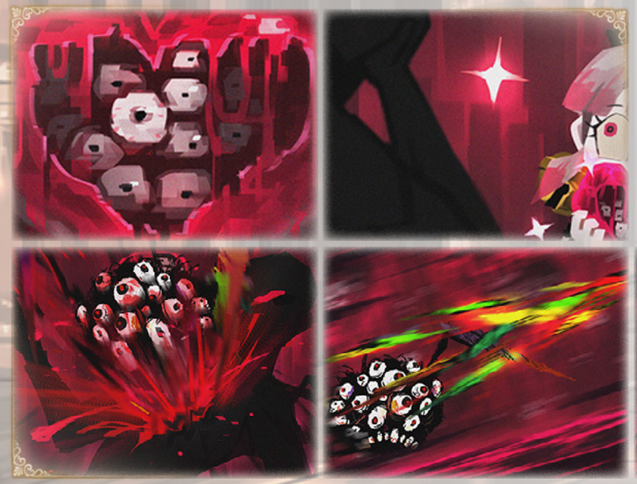
I'd like to make a proposal.

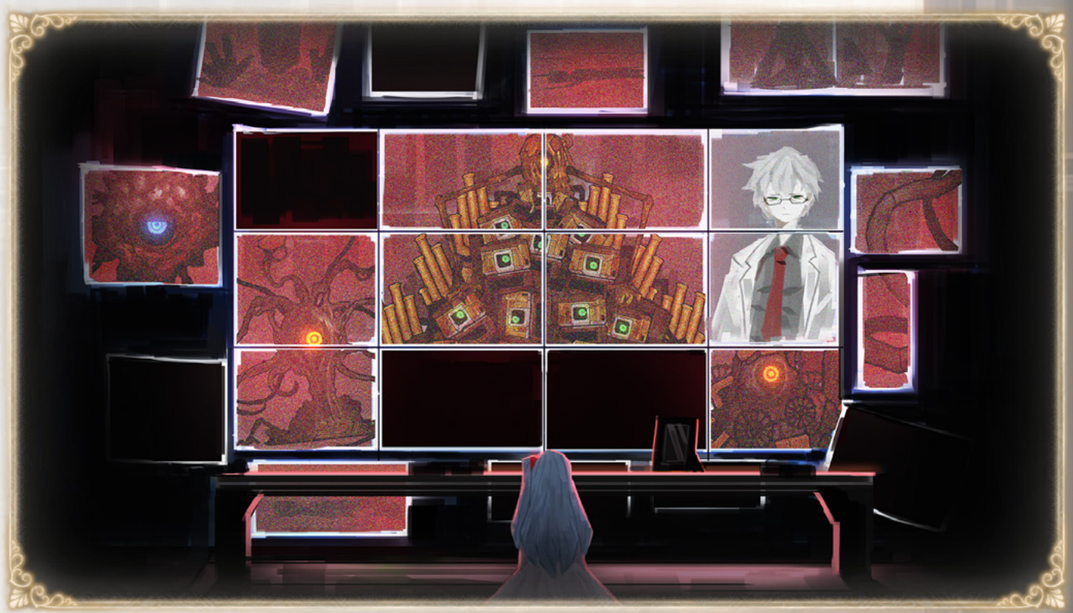
··· I want to live, you see.

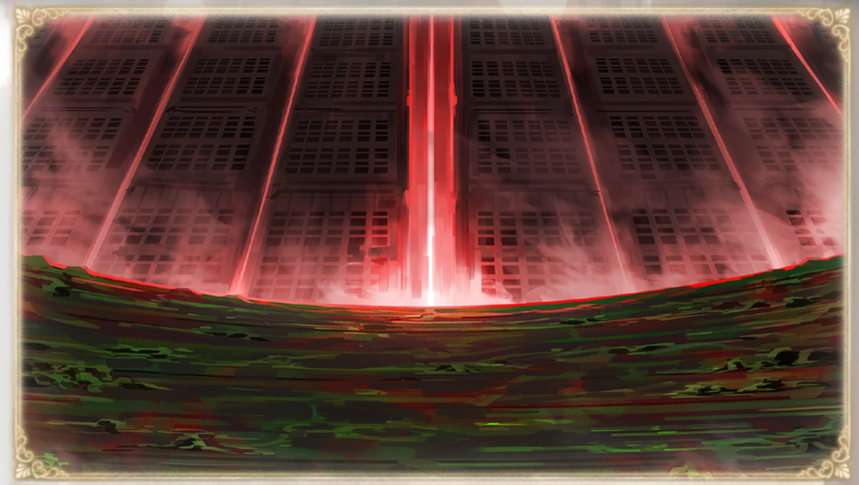
Spider Bud

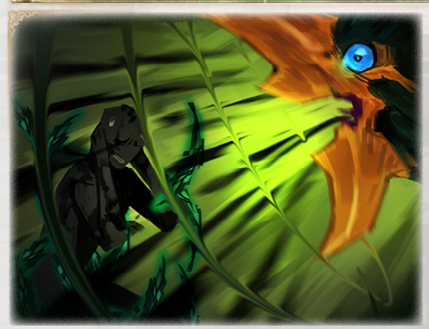


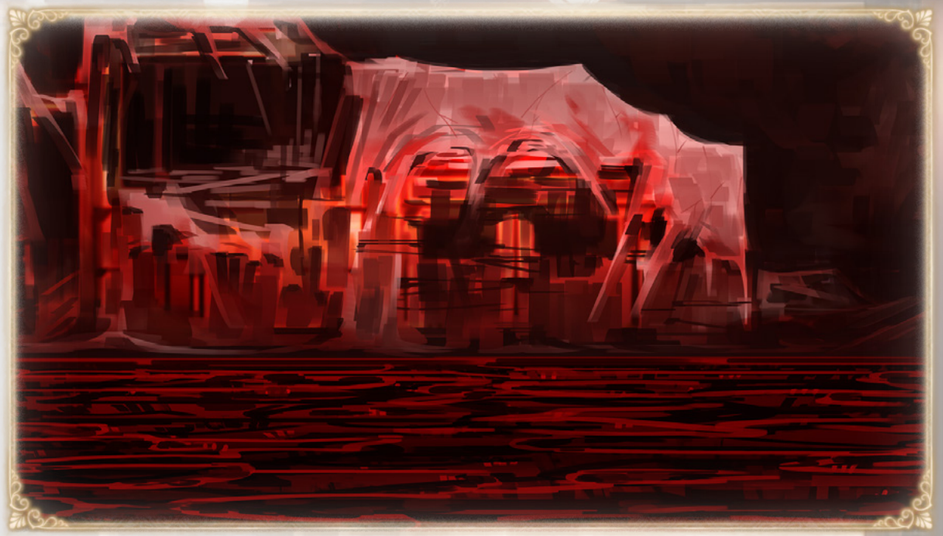


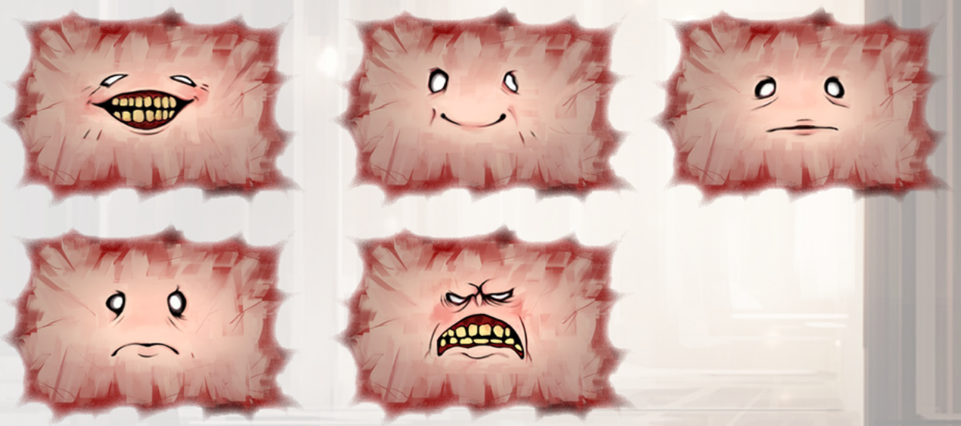


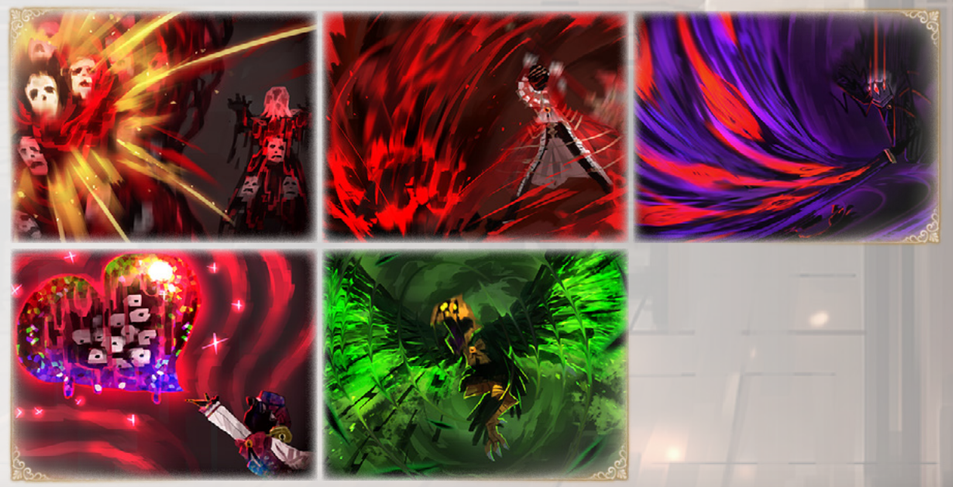












Patron Librarian Netzach 네짜흐

VA Lee Chang-min (이창민)

You prolly know already, but I'm Netzach, librarian on the artsy floor.

Age	???
Gender	Male
Height	175cm (~5'9")
Birthday	August 27th
Personality Traits	Easygoing · Curious · Stolid
Hobbies	Piecing together blank jigsaw puzzles and then painting on them
Specialties	Concentration
Likes	A Blank Canvas · Booze
Dislikes	Irksome Work

Got nothing much to say...
Is it mandatory to write something?

Seems to me you did your damndest.

LYM The programmer went the extra mile faithfully recreating the presentation for the Silent Orchestra. And it was great to be able to implement an effect from the legacy versions of LC that was lost during the system overhaul.

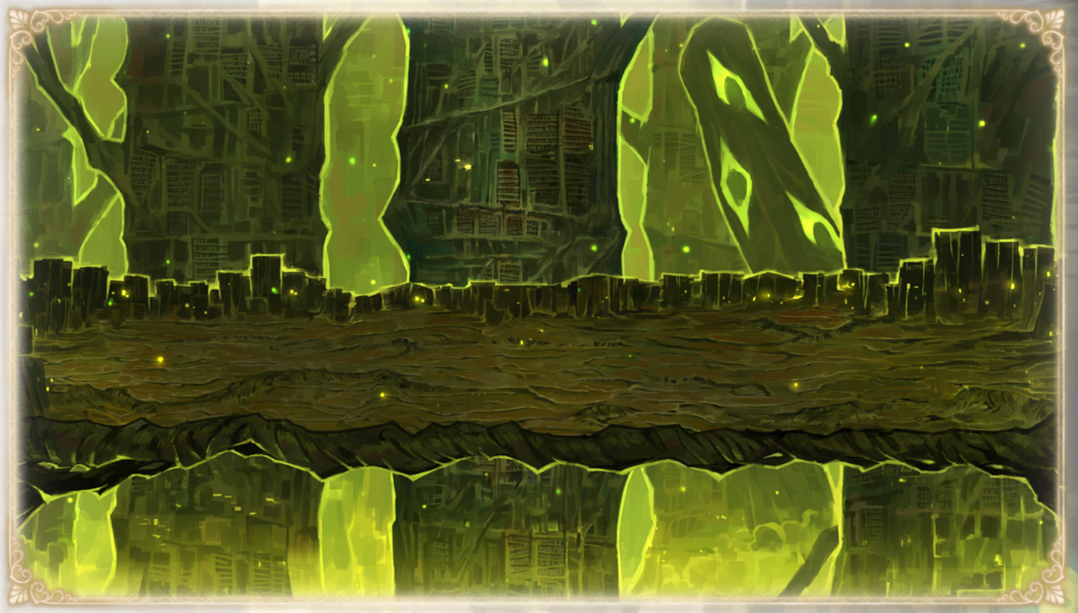
Developer's Notes

KES It's not like I like alcohol, but looking at you keeps reminding me of it. :)

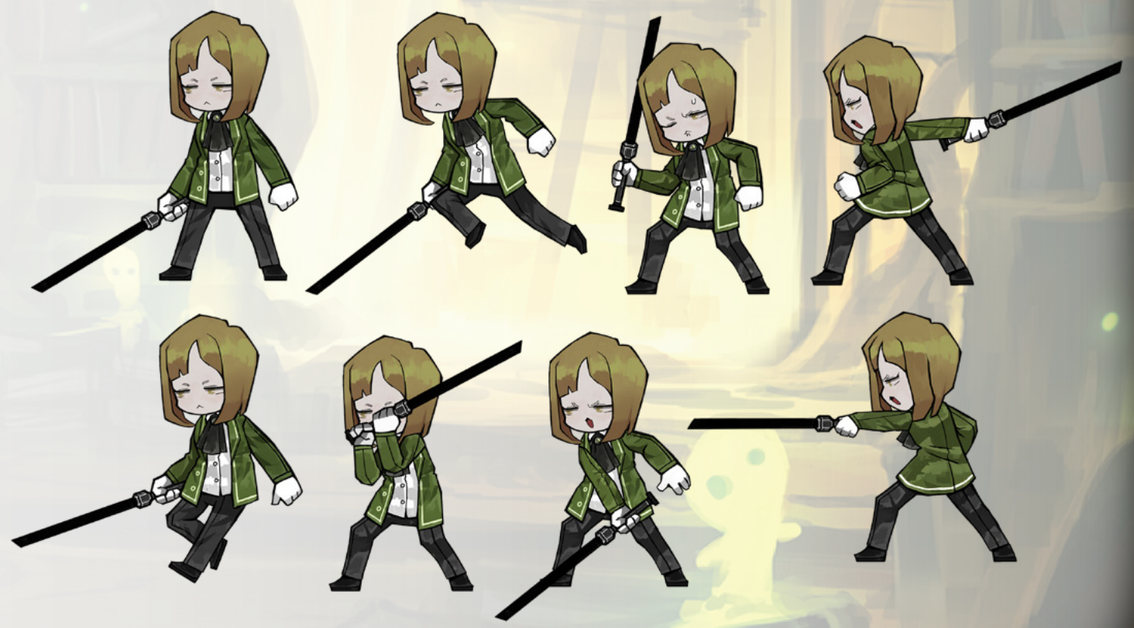
JHR The Sephirah symbols actually could have been made during the development of LC, but didn't come to fruition since there wasn't much need for such symbols at the time. So when the time had come to create symbols for the first four, we made whatever we got an idea for first. My personal favorites are Gebura's and Keter's.

KJY I'm personally a big fan of the presentation for the Realization of the Floor of Art. I remember being fascinated by how well it fit the Silent Orchestra and Da Capo. I also liked the design for Angela's transformation, which was as pale as a plaster cast.

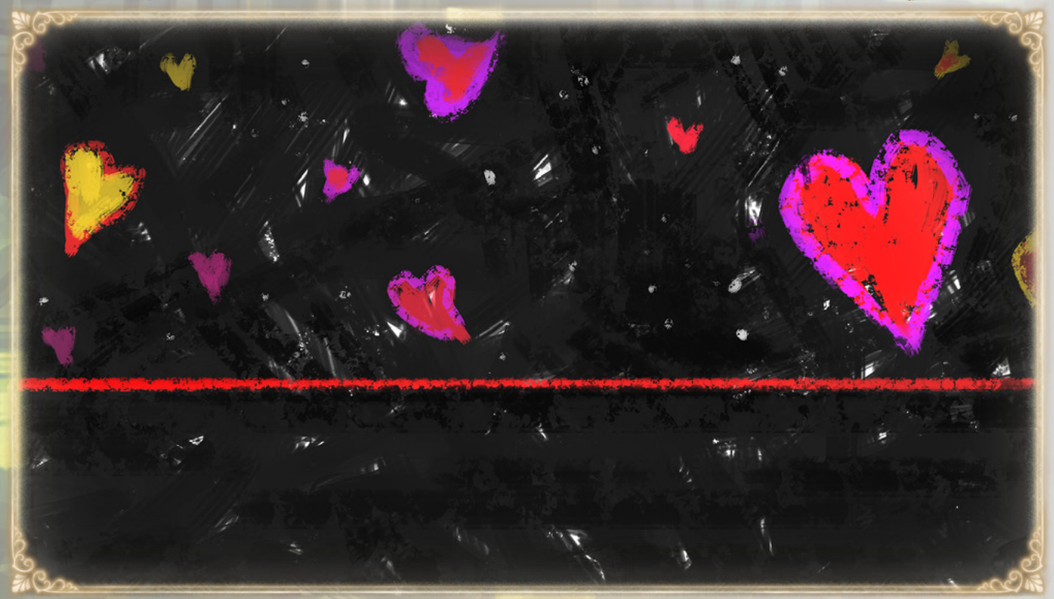
KJH The Floor of Art was the first to have its background images for dialogue scenes and the battle stage drawn. Netzach had a clear image and characteristics, which made it convenient to work on him. Choosing Abnormalities was also simple as there were many Abnormalities related to music.



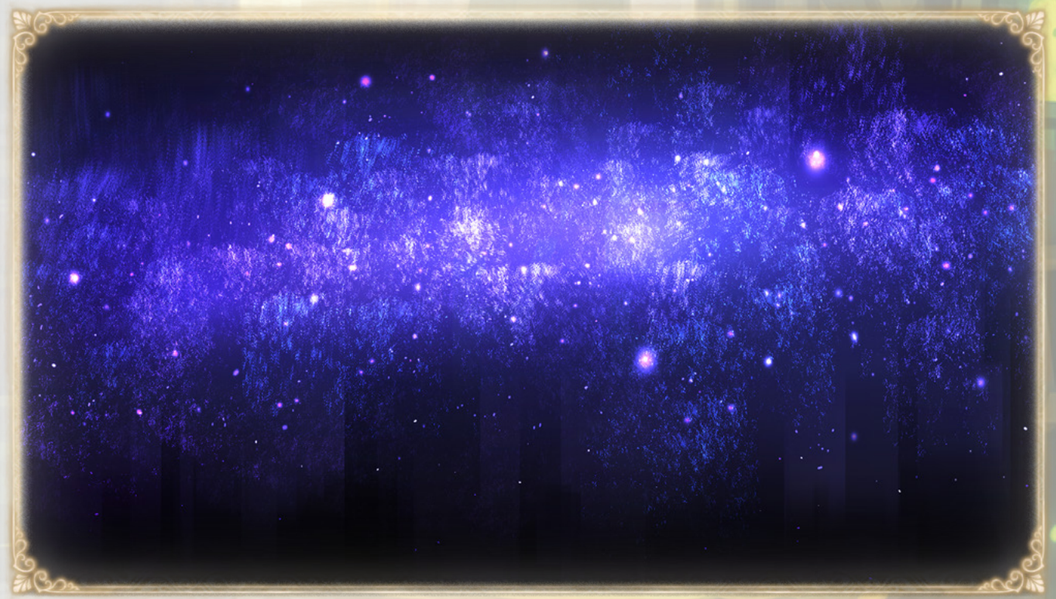
Assistant Attire

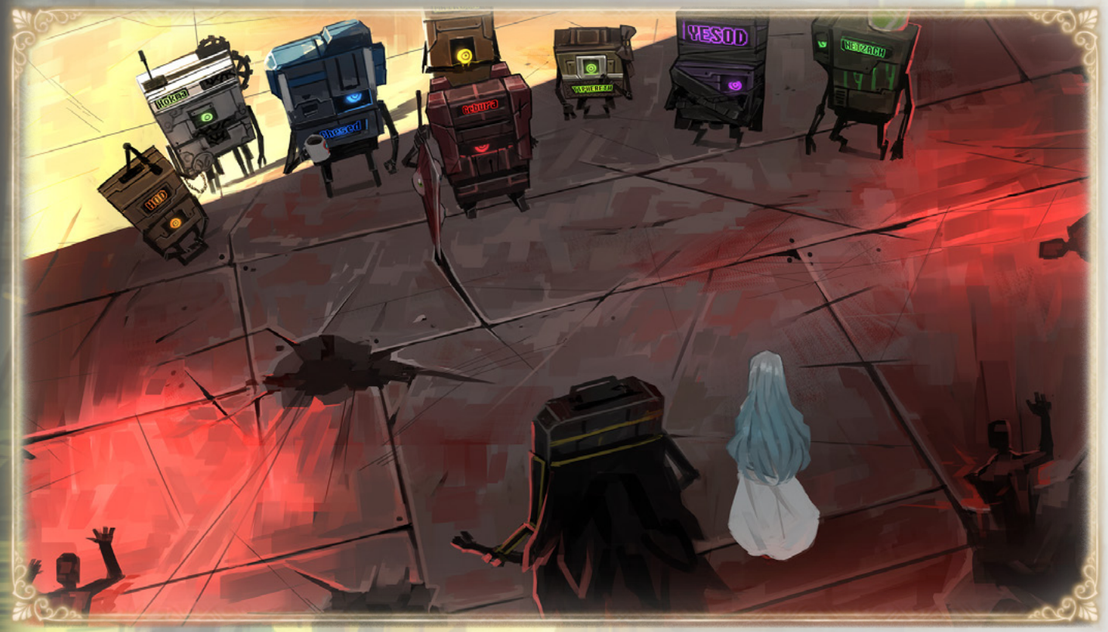


Fragment of the Universe



Child of the Galaxy





So I'd like to live more.
I don't care if you want to die or not;
I want to live my own life.
And I'd like to learn more;
about the City and about this world I live in.

Once we've reclaimed all of the light…
You are free to lay judgement upon me
when that time comes.
Though I won't sit back, of course.

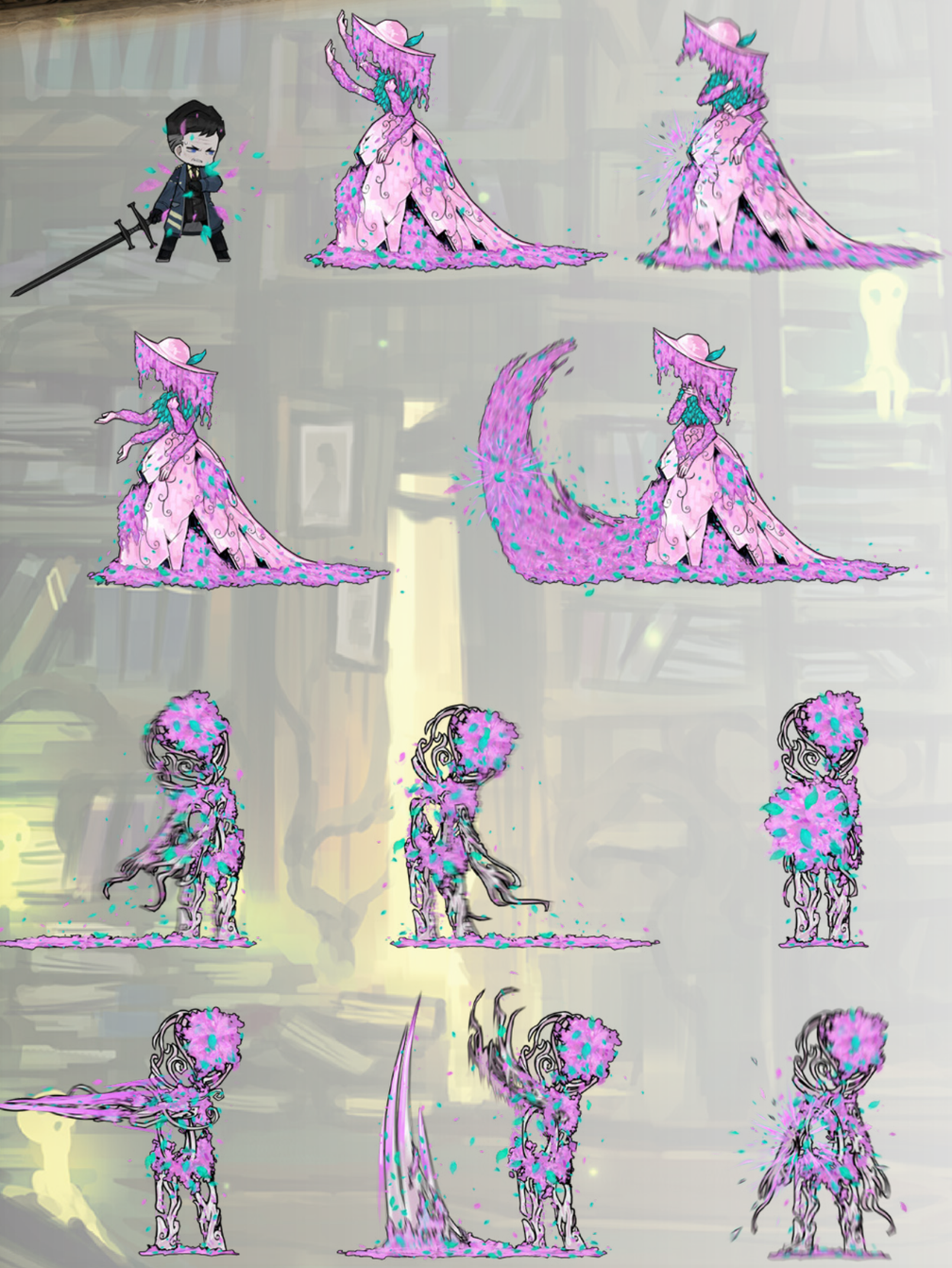
…That is all I have to offer.
If no one else objects, I'll proceed with it right away.
Life will call out to you once again,
so take a nap until then.

Porccubus

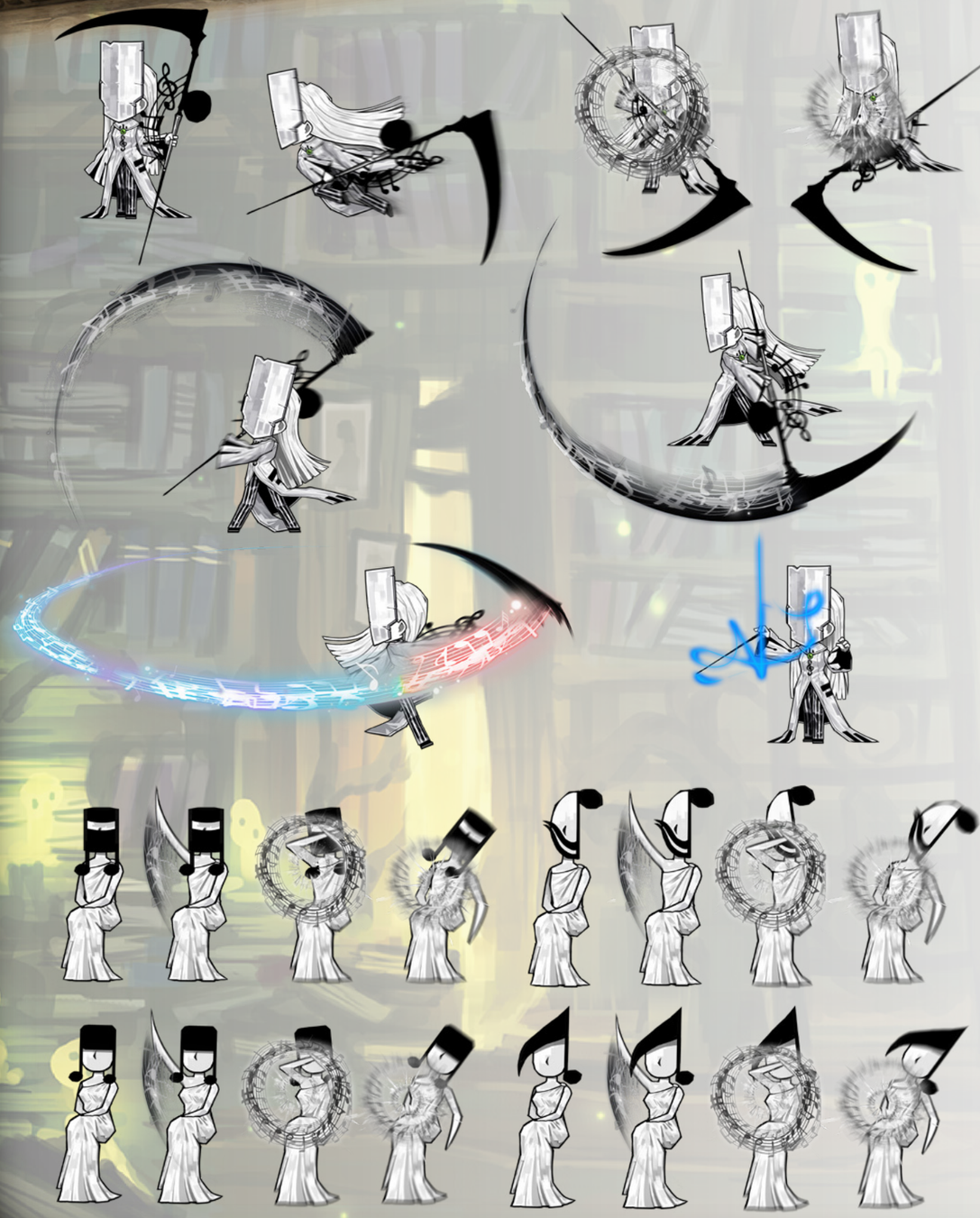
I guess Porccubus is blowing up people's heads
because the ecstasy it gives
is too much for our brain to handle...

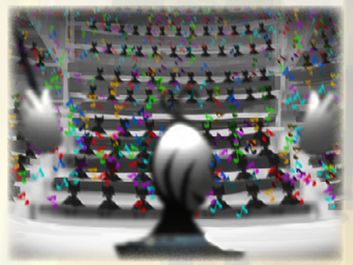
Though I didn't find it all that pleasant...

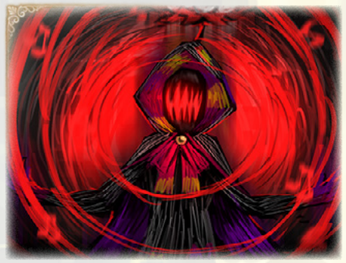
Alriune



Gebura
NETZACH
YESOD
Binah
HOD
MALKUTH
TIPHERETH







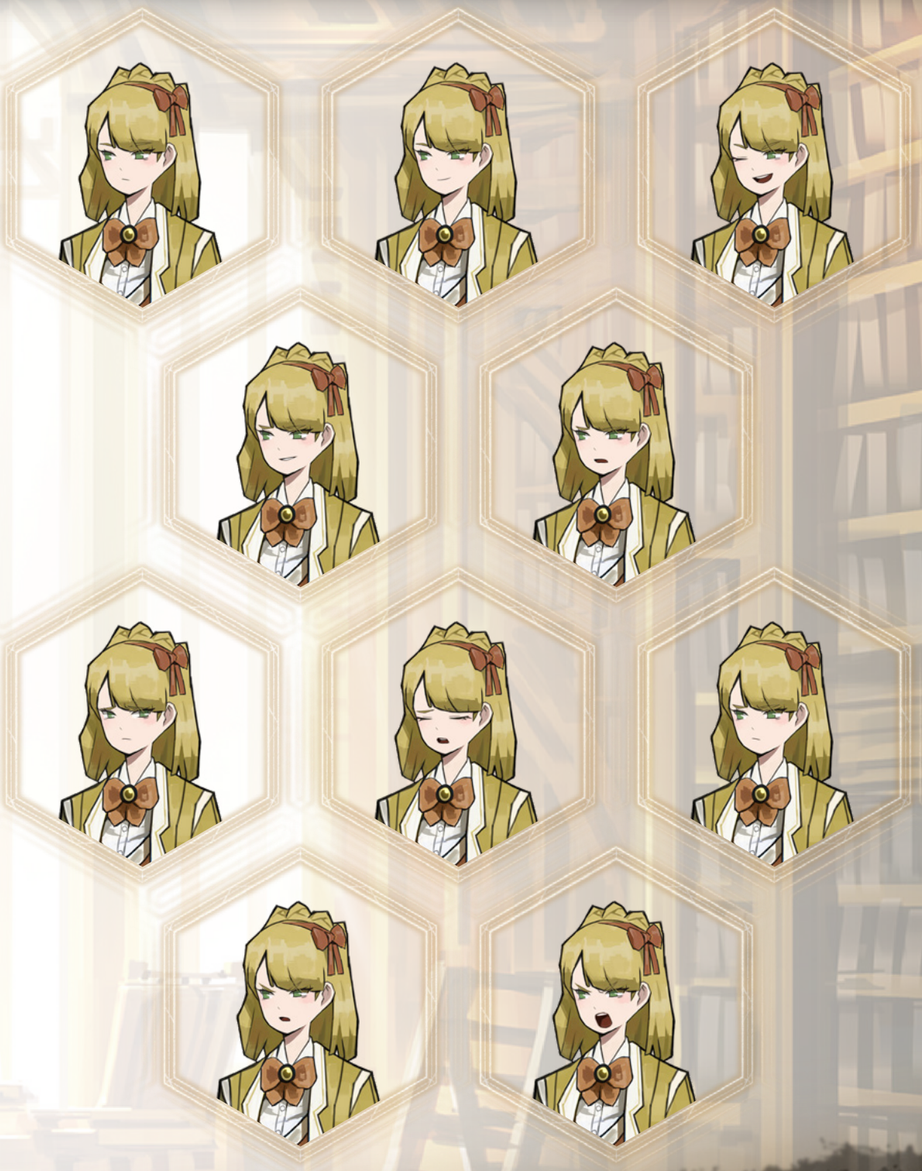
Patron Librarian Tiphereth 티페리트

VA Son Sun-young (손선영)

I'm Tiphereth, in charge of the Floor of Natural Sciences.

Age	???
Gender	Female
Height	159cm (~5'3")
Birthday	July 8th
Personality Traits	Diligent · Personal · A bit prideful
Hobbies	Labelling books and categorizing them
Specialties	Analytical Skills
Likes	Getting lost in thought while gazing at the gem in the window
Dislikes	Asking others for help

You guys sure wrote a ton···. Is this why it took so long for me to get my hands on it?



KJY

The gem in the window seen in the background art for Tiphereth's floor is colored after Enoch's eyes. Tiphereth sometimes sits in her chair and stares at the gem in thoughtful silence, I wanted the stage background to give the feeling that it's interconnected with the other floors, similar to Malkuth's.

I felt that Roland's lines in his Jester of Nihil form are the closest to the emotions he had in the past. He goes from hatred to despair to greed to wrath, and finally, that sense of futility. Like the jester taking his step forward in the Major Arcana card, will there be a cliff awaiting Roland underfoot? Or perhaps it's only a shallow ditch. I got an impression that the way the Fool goes forward without knowing what's lying ahead resembles Roland.

LYM

The fifth phase of the Realization battle has the Magical Girls bring Roland back to his senses so he doesn't meet the same fate that they did. It's like the final episode of an anime. Since "transformation" is a key theme for this floor, there was much work to do in terms of programming and art. Especially with the Jester of Nihil—every part of it required 4 times as much effort, or even more··· The key words of the direction for the BGM were descending despair, a quietly boiling sadness, painful memories that flash before the eyes sometimes, and an illusion of Angelica; thus creating a contrast with Angela's track. The two characters' tracks could've gone with the same concept, both being grand yet composed, but Studio EIM has done a wonderful job expressing the ideas.

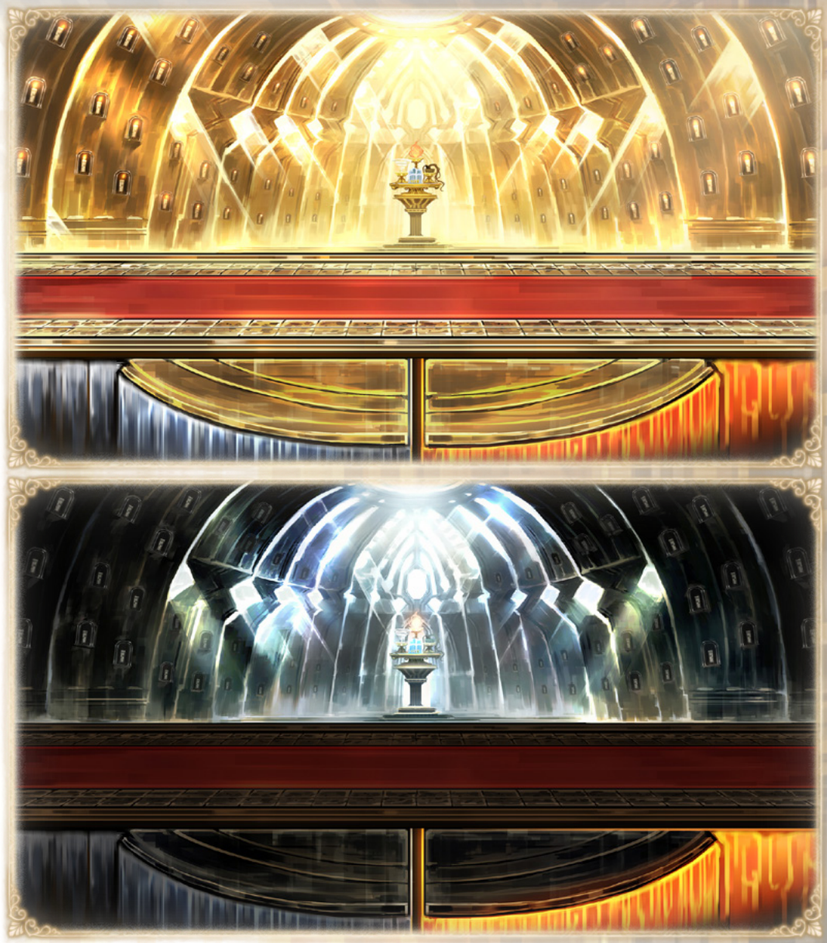
KES

She's the one character that grabs my attention the most when I make videos. From her adorable appearance to the radiant background, I think Tiphereth is a pretty charming character. After making videos featuring Tiphereth with her appearance in LC, working on the trailer for LOR recently got me thinking, "Oh, our girl Tiphereth! You grew up so fast!" Knowing that there's probably a friend thinking the same thing makes me laugh.

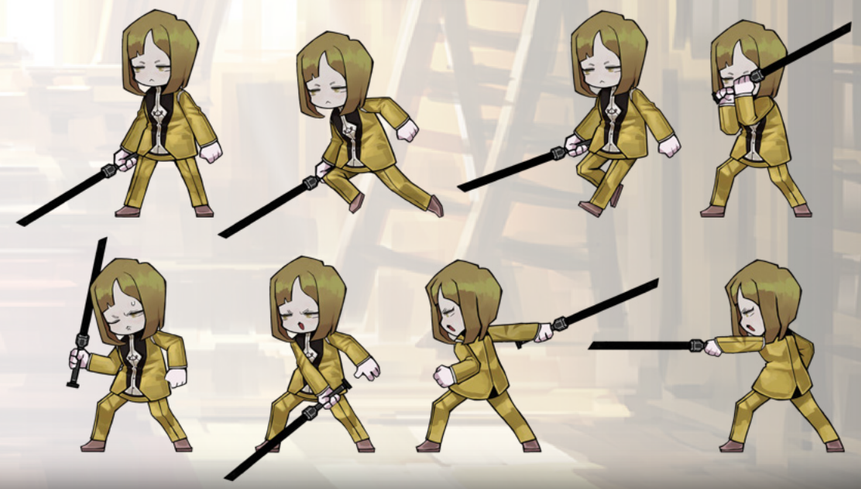
KJH

Tiphereth's all grown up. We decided early on that the Magical Girls would be placed on the Floor of Natural Sciences, but the Realization featuring Roland was a bit of a dilemma. In the end, Roland the Magical Midlife Man came into being. In the room shown in Roland's flashback, there are many things he salvaged from the collapsed home.

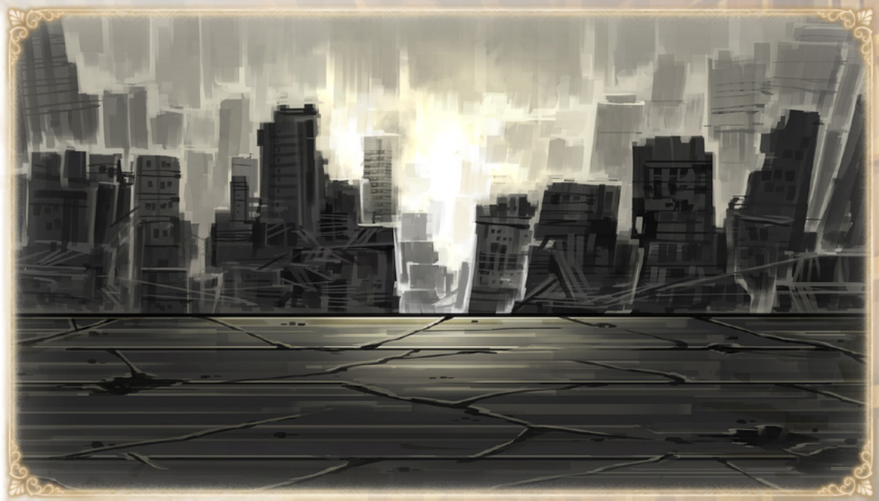
The Floor of Natural Sciences



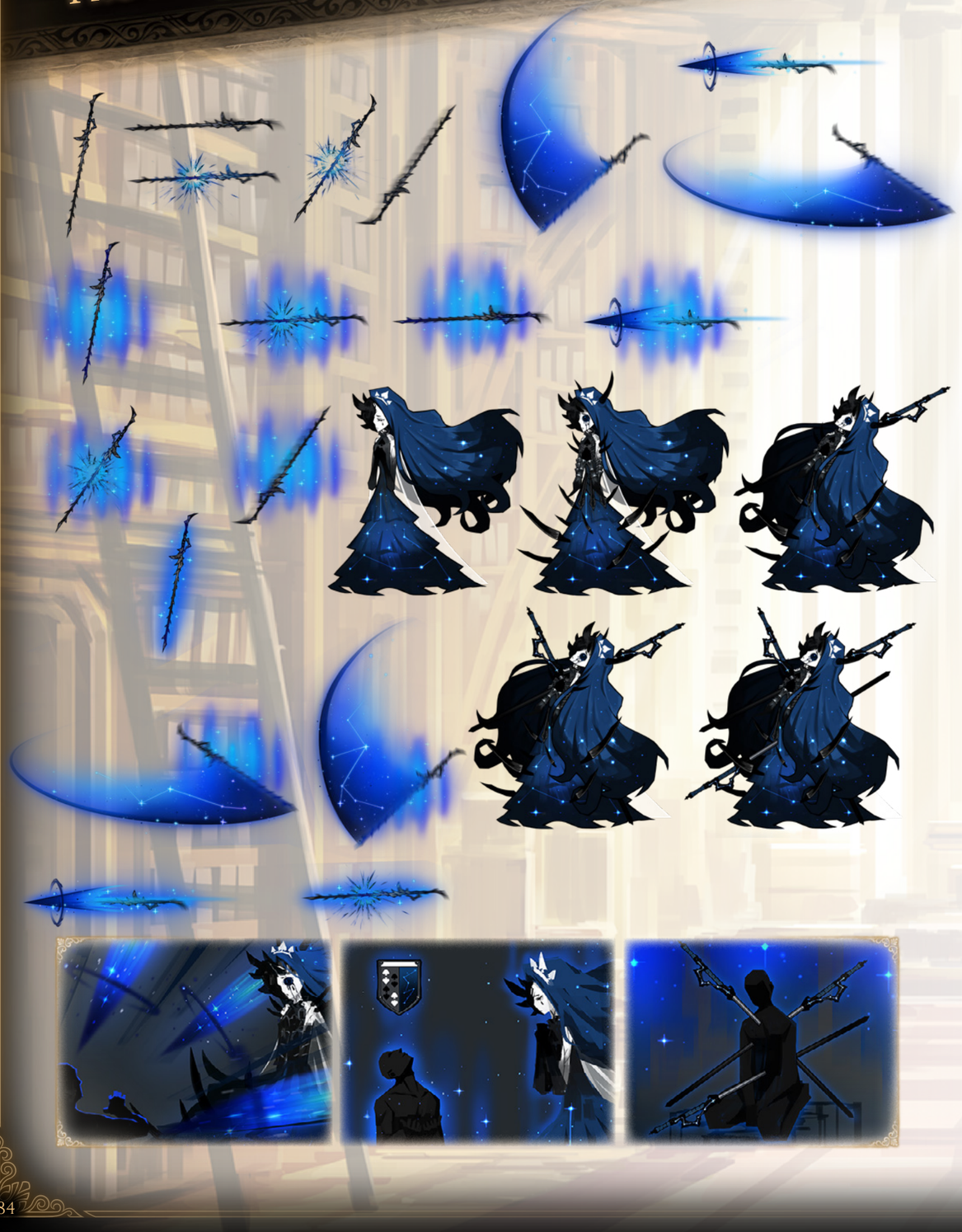
Assistant Attire



The Queen of Hatred



The Knight of Despair



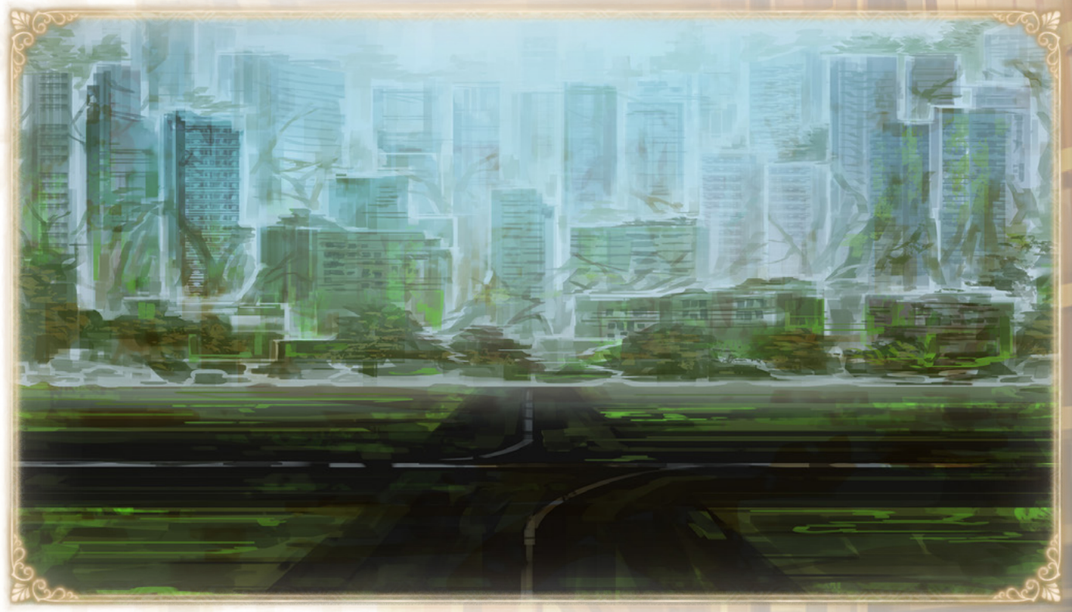
The King of Greed

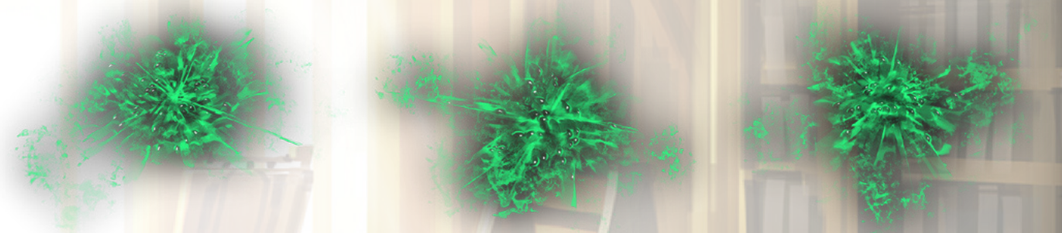
The Servant of Wrath

An Abnormality who is chained to the past
after she failed to keep balance
because of a bond
she had formed with someone,
and brought about her downfall.

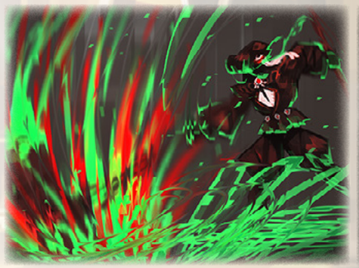
Unable to forget the past,
she repeatedly recreates the scene
and reenacts the events.

The Servant of Wrath





P.Z.A

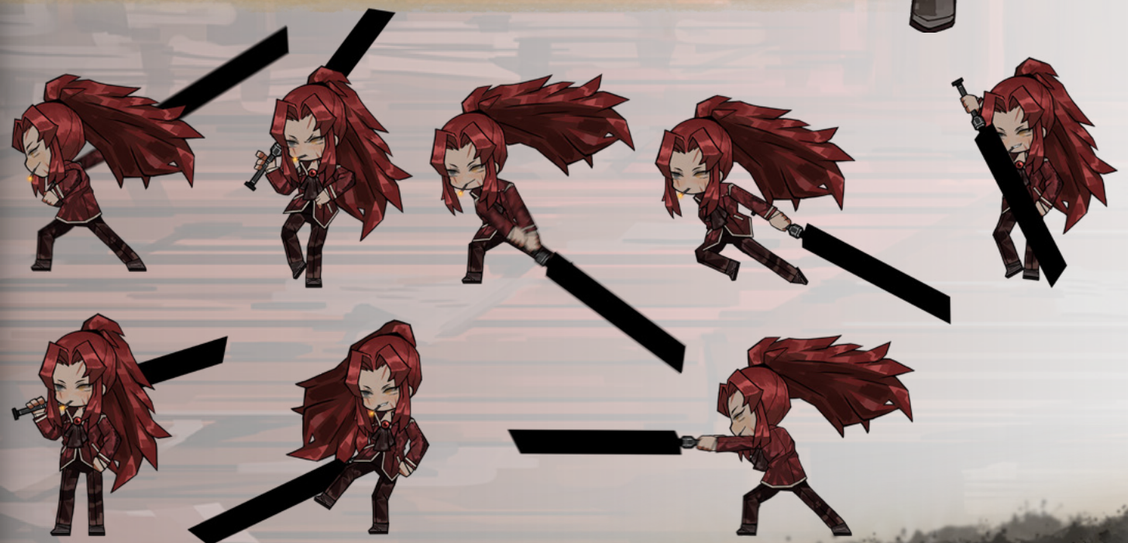


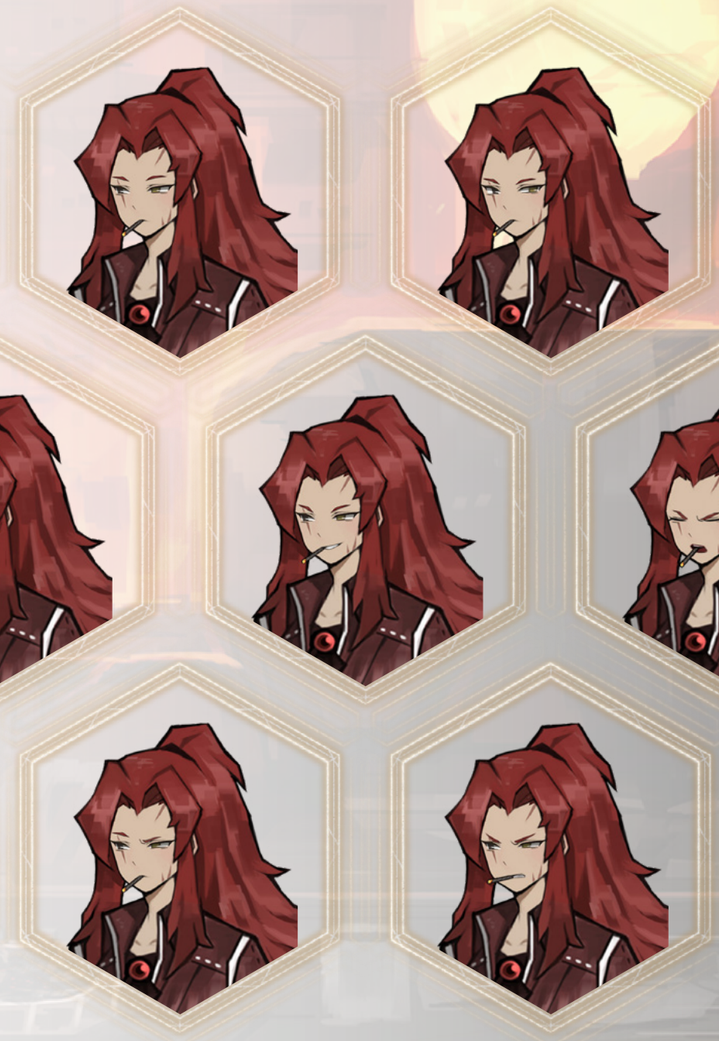
Patron Librarian Gebura 게부라

VA Chung Yu-joung (정유정)

It's Gebura. I'm in charge of the Floor of Language.
You must be Roland, Angela's helping hand.

Age	???
Gender	Female
Height	181cm (~5'11")
Birthday	April 24th
Personality Traits	Straightforward · Dependable · Somewhat Hot-blooded
Hobbies	Meditating with her eyes closed
Specialties	Resolute Spirit
Likes	Cigarettes that won't reek of menthol
Dislikes	Her silence being disturbed





Me, welp... I can't think of much to add,
so I'll just peek at what others had to say
and pass it over to the next guy.

KJH

Our biggest concern was introducing Gebura in her weakened state. We decided to give her a locked passive ability which would give an impression that her true strength is sealed away. Also, Astolfo (a character appearing in Roland's flashbacks) is working in the north, which is why he wears a fancy attire in comparison to most guests featured in this game, who are from the south.

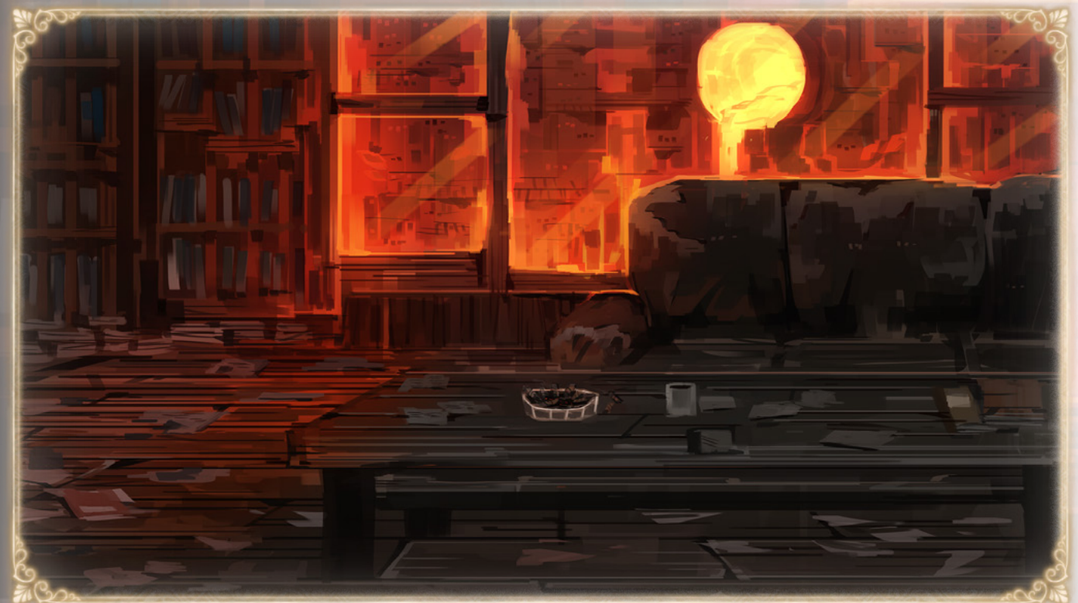
KJY

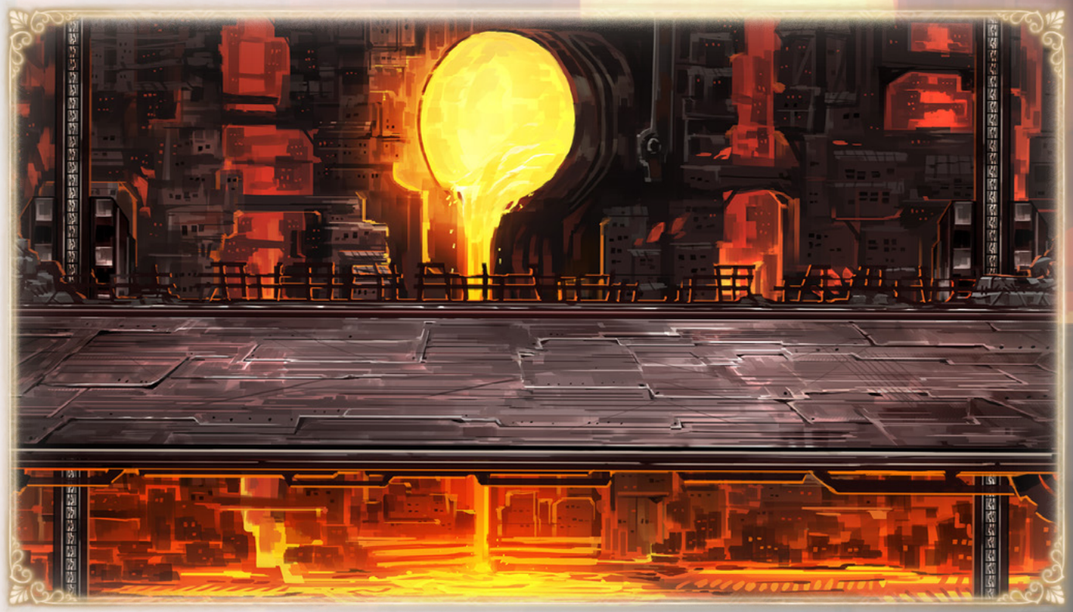
I scratched my head a lot over the combat dialogue for Gebura and Binah··· I even considered omitting them outright for cleanness. I shouldn't make them sound too weak, but at the same time, making them all cocky and overconfident wasn't a good idea, either. In Gebura's case, we eventually settled with the imagery of a mentor that cares for her assistants.

LYM

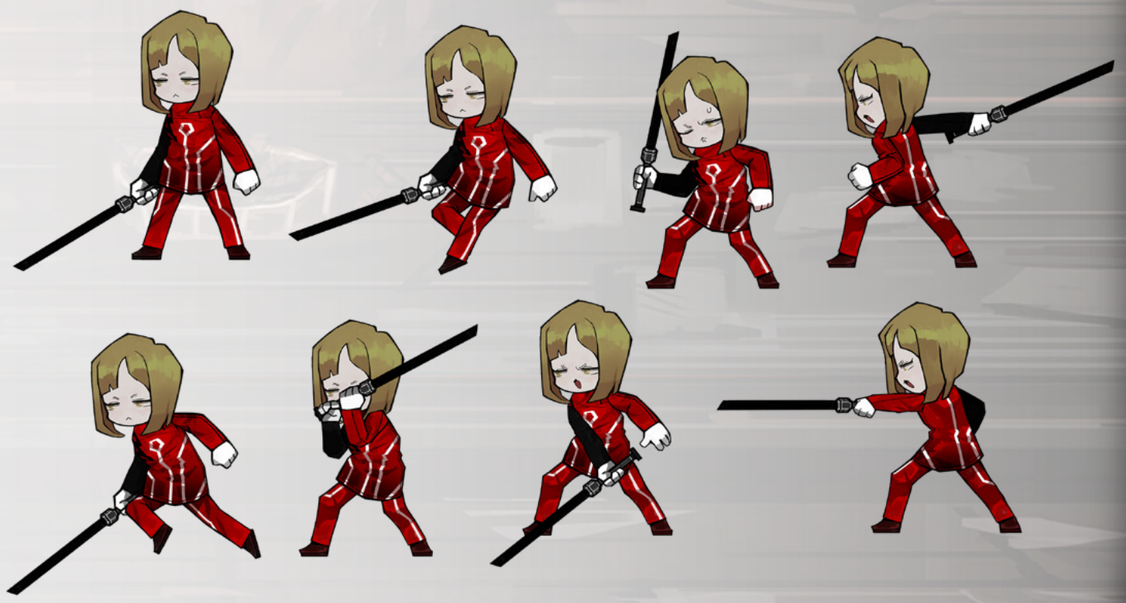
The battle between the Mercenary and the Wolf was one of the first things I'd been eagerly wanting to make since the inception of Abnormality battles. The basic idea was to help the Mercenary hunt the Wolf as raid boss, but my faulty direction led to difficulty issues. My deepest apologies and thanks to the players who bore with the Mercenary catching her breath.

The Floor of Language





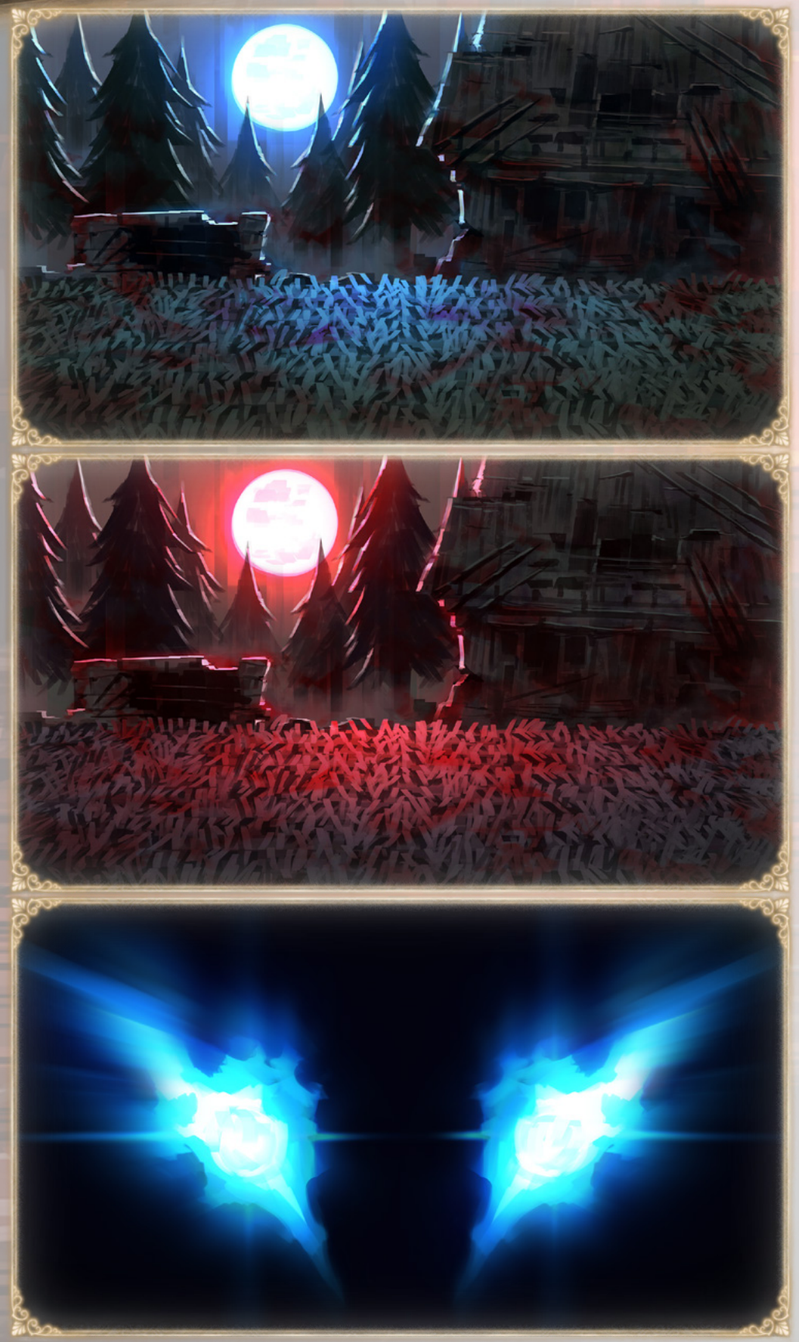
Assistant Attire

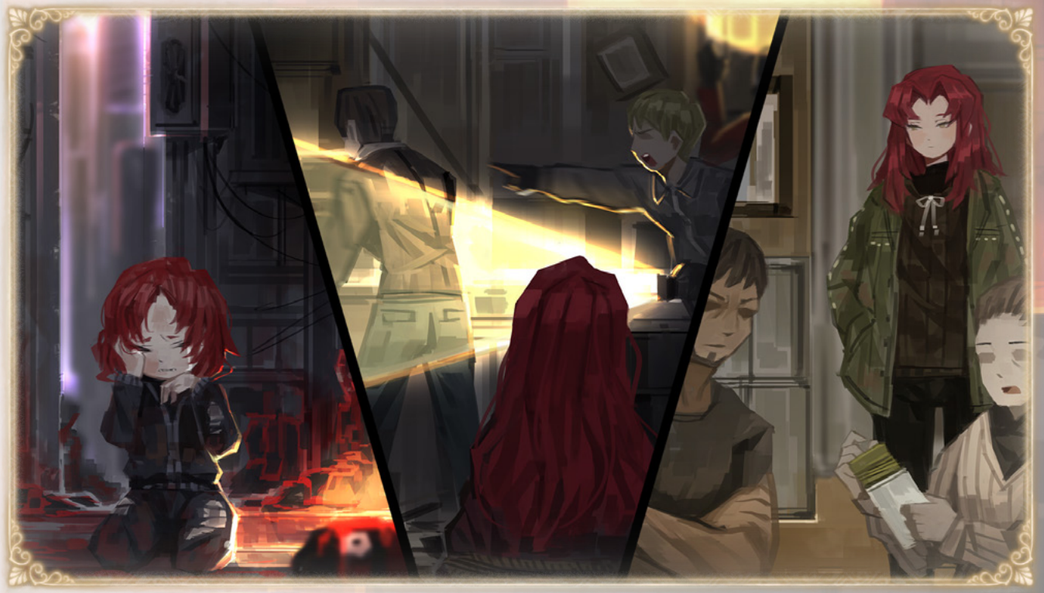


Little Red Riding
Hooded Mercenary

Little Red Riding
Hooded Mercenary

Big and ~~Might~~ Will be Bad Wolf



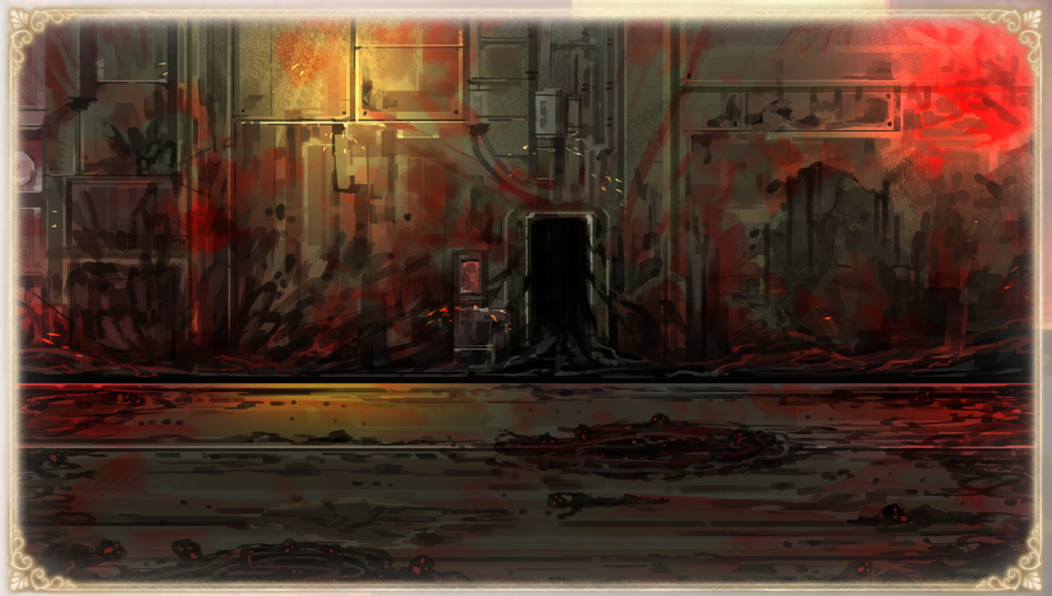


You know what's funny, though?

Even if one were to have power,
that power would only strike down, not up…
Kali's neighbors who she had been
protecting from violence
were no different from the others
in that they would resort to violence themselves
once they had power.

This savage cycle wouldn't stop
no matter who she tried to protect.

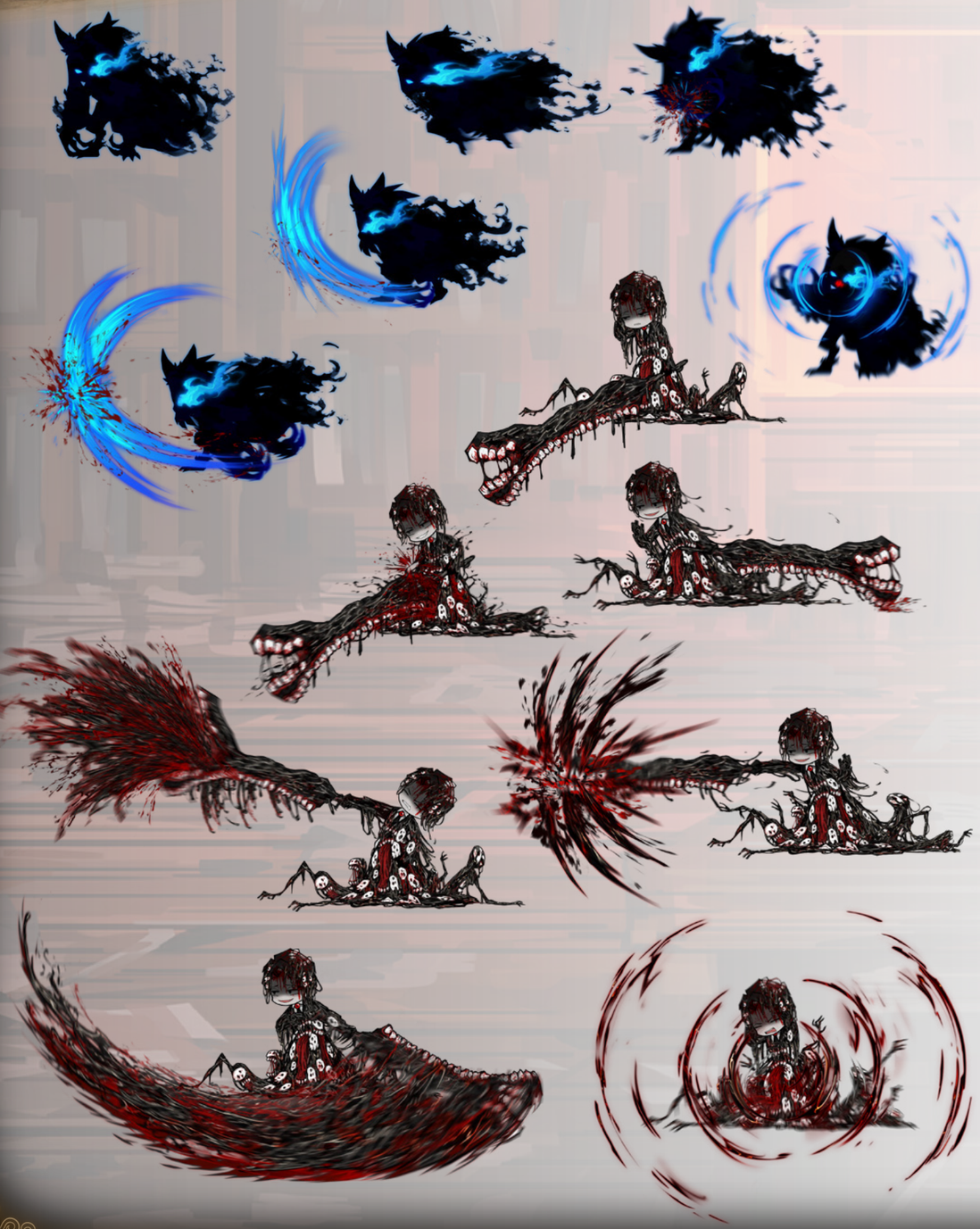
The Mountain of Smiling Bodies



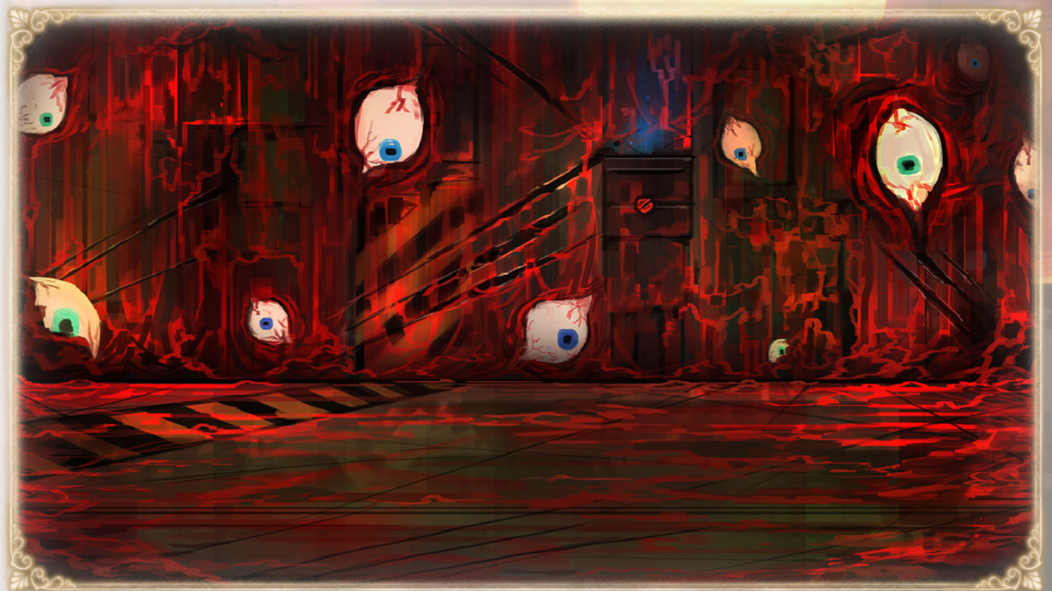
Nosferatu

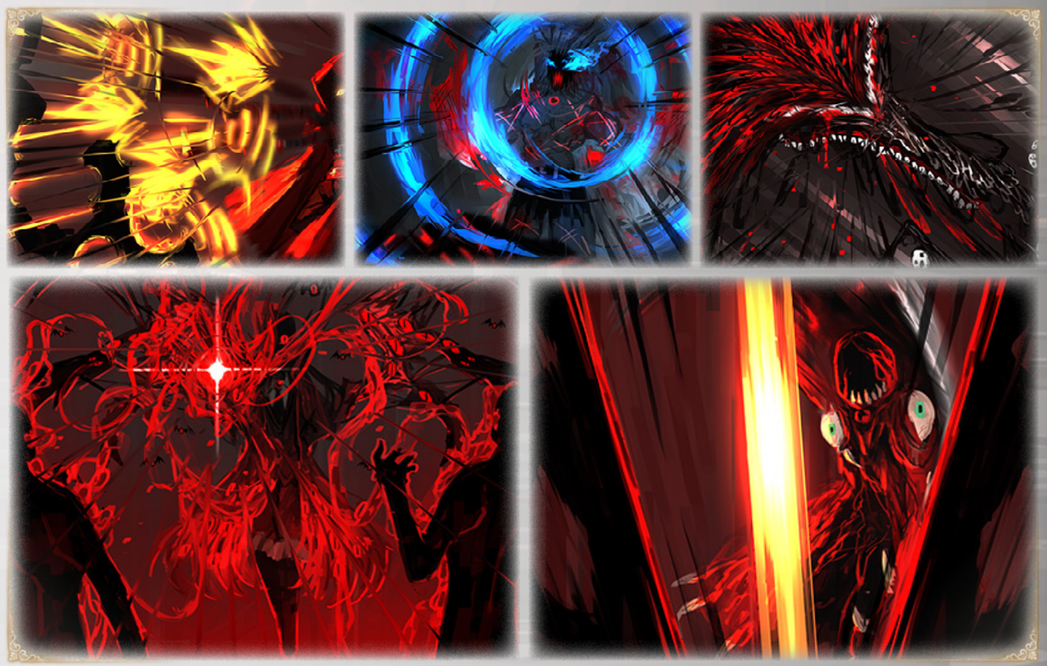
In the City, beings we call 'Bloodfiends' have existed for quite a while.
Not much is known about when or where they came from.

Entities that endlessly crave human blood...They're a mystery to the general public
the only thing most people know is that they're in hiding these days.



I LOVE YOU





Patron Librarian Chesed 헤세드

VA Park Yo-han (박요한)

Heya, Roland?
I'm Chesed, the Patron of the Floor of Social Sciences~

Age	???
Gender	Male
Height	183cm (~6'0")
Birthday	March 31st
Personality Traits	Amicable · Intelligent · Loquacious
Hobbies	Playing the Cello · Listening to Music
Specialties	Gentle Demeanor · Persuasiveness
Likes	Coffee with a rich aroma · A Clean Aftertaste
Dislikes	The Dark

Guess it's my turn already~
Everyone's had more input than I thought, huh?
I suppose I should join in, then~

KJY While I like coffee, I didn't have any expertise in the art, so I would often go down to HamHamPangPang (which was starting preparations for their opening) to watch demonstrations and ask the staff questions.

Developer's Notes

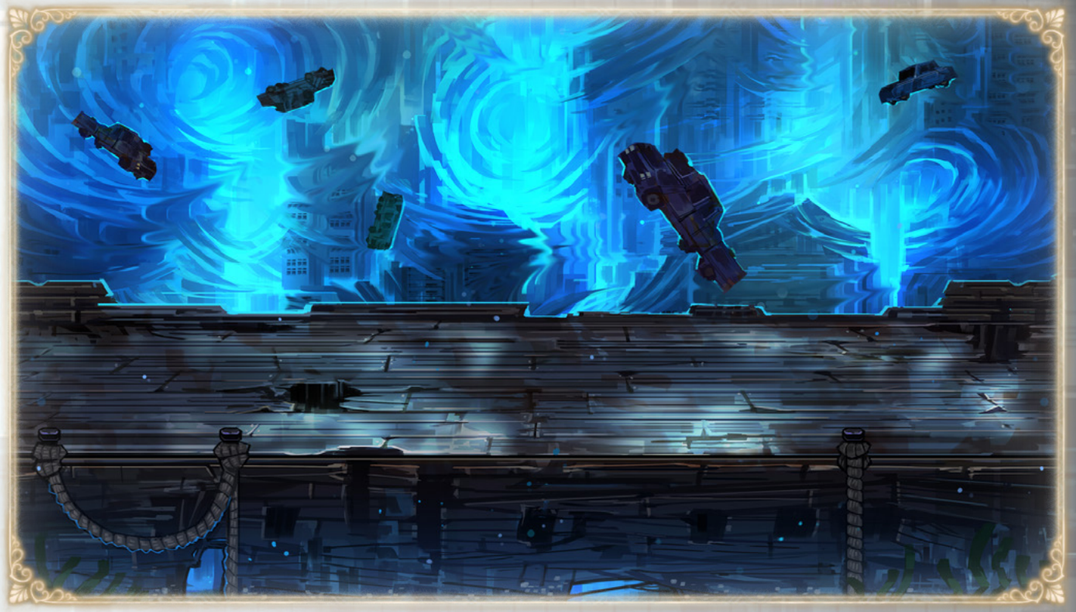
KES I don't drink coffee, but you made me try it. :)

KJY There's a single instance of Chesed not holding his mug in the illustrations on the Tumblbug page, and I remember getting a good laugh out of people's reactions to it. He never lets go of his cup even in an emergency… Chesed's coffee served as a good excuse to get the Patron Librarians together when writing Short Stories… I owe much thanks to it. It's like a magical bridge that connects them.

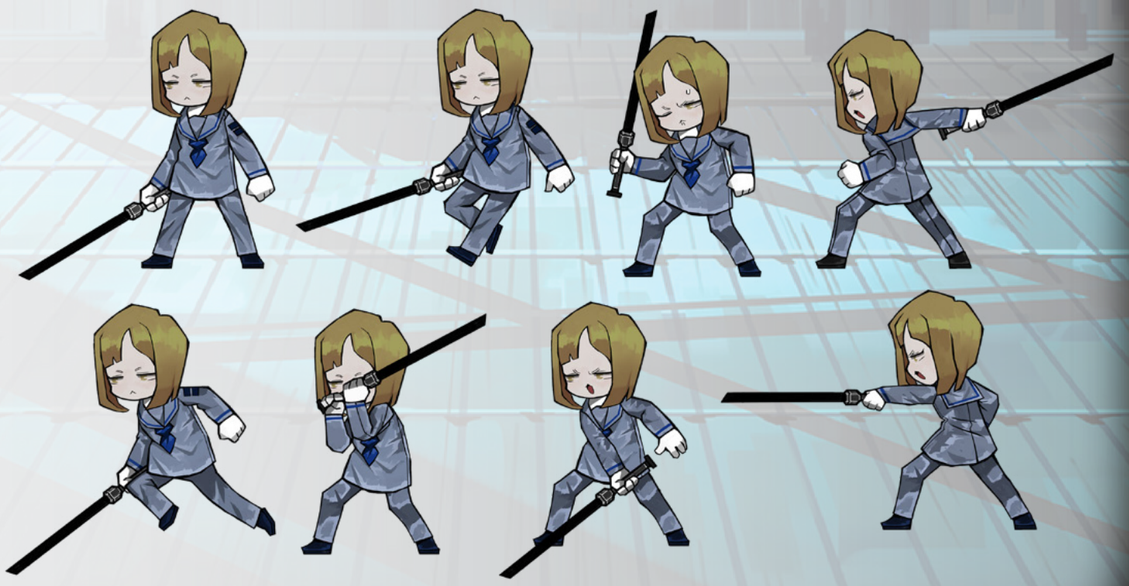
LYM It was a pleasure to direct content with Abnormalities designed by MIMI, an artist I'm a huge fan of. I also had fun planning out the Wizard-of-Oz-themed battle where you challenge the wizard's trials. As a side note, this is my favorite floor that has everything I like: Chesed, sunken ships, cooperation, and a BGM with the violin. ^-^ Hoyoyo~

KJH His hair went through several design iterations, almost as many as Yesod's. The staff had a good laugh seeing Chesed absolutely refuse to let go of his cup in the flashbacks. The Realization for the Floor of Social Sciences was updated on January 1st, 2021. We apologize for the inconvenience caused by the difficulty and glitches when it was released.

The Floor of Social Sciences

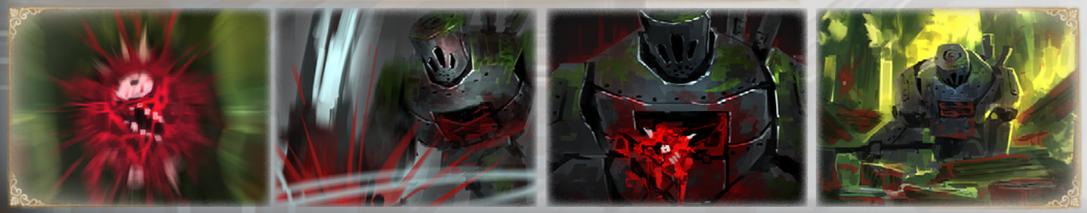


Assistant Attire

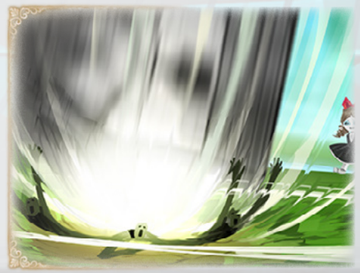


Scarecrow
Searching for Wisdom

Warm-hearted Woodsman



Sociology is a lot like blending when you look at it.
When you blend coffee, you pick out the beans you want
and filter away the unwanted ones.

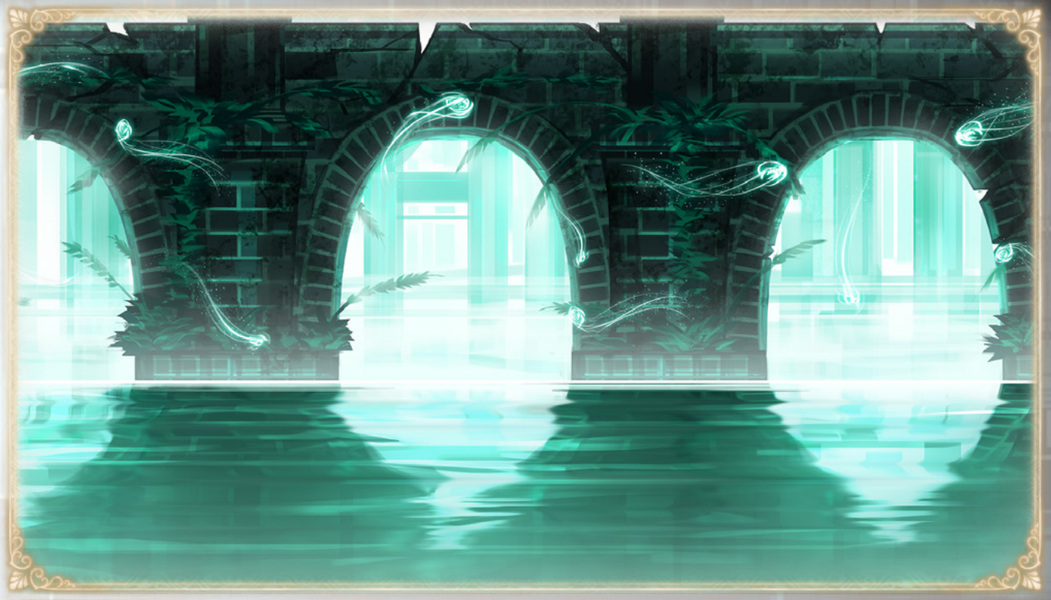


Ozma

It looks like she's been abandoned in a remote place
after she was betrayed by the one she trusted most.

That reminds me,
the pumpkins had this faint scent of cinnamon...

I wonder if that has something
to do with her tale?

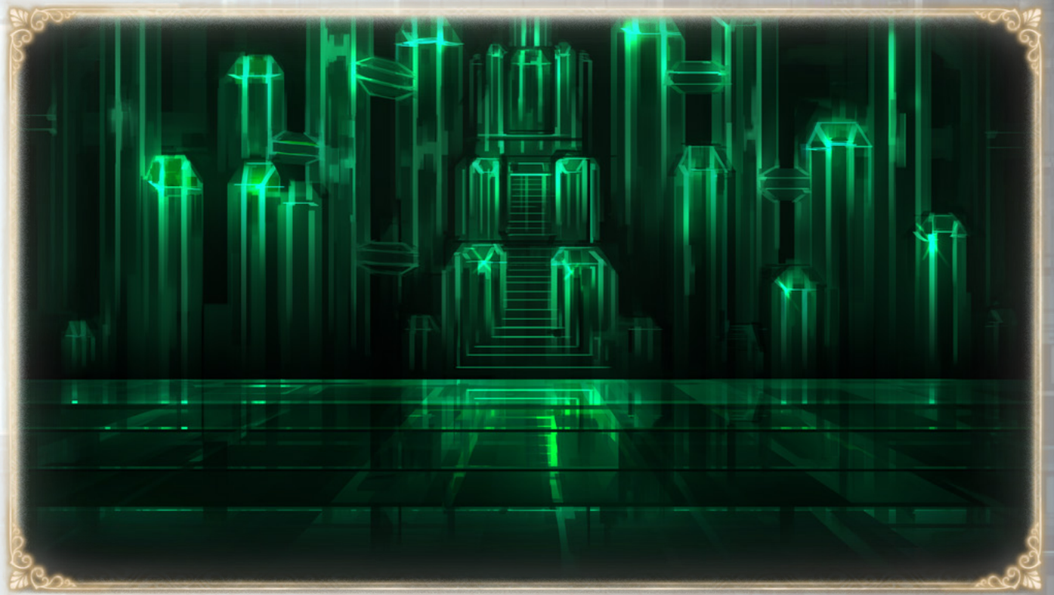


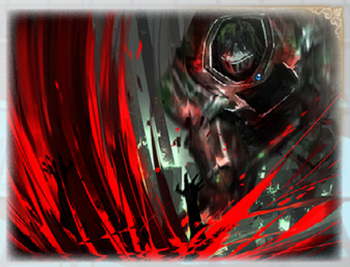
And I'm saying this just in case…
No matter what happens, don't blame yourself for all of it.
You know it won't be your fault.

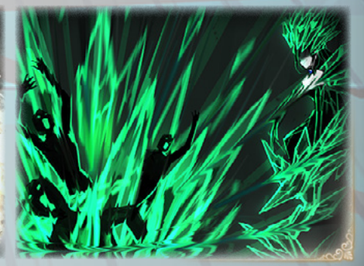
Don't say stuff like that.

You're so obviously gonna drive yourself to the extreme
if I don't say it here.
Now, promise!

You know I don't make promises…
Alright, fine! I promise!







The Floor of Philosophy

Patron Librarian Binah 비나

VA Kim Bona (김보나)

I am Binah.
I currently reside on the Floor of Philosophy.

Age	???
Gender	Female
Height	174cm (~5'9")
Birthday	October 7th
Personality Traits	Noble · Unbiased · Secretive
Hobbies	Having a cup of tea before respite
Specialties	Self-discipline
Likes	Ceylon · Yunnan · Discourse
Dislikes	Pungent Teas

I am greatly curious to see from what perspectives you have observed the City.

LJY Binah was the one Patron that required the most care in terms of programming. Since she wasn't quite like the others, there were a number of bugs when we implemented her, and I would blame Binah every time I encountered a bug when she wasn't at fault··· Yes, the blame truly falls upon me.

KHN The first drafts for the runaway birds that appear with Judgement Bird looked a lot cuter and more casual at first. The job felt a bit tough since I wasn't quite familiar with creature designs. I got help from someone else in the end. I don't know if the draft will make it into the artbook, but I hope to show it one day.

LYM It was unfortunate that there weren't any chapters in the main story where we could make a giant boss character, but this floor filled that longing, even if by a little. Apocalypse Bird's stomp and the battery of lasers from its wings are two effects that still leave me awestruck.

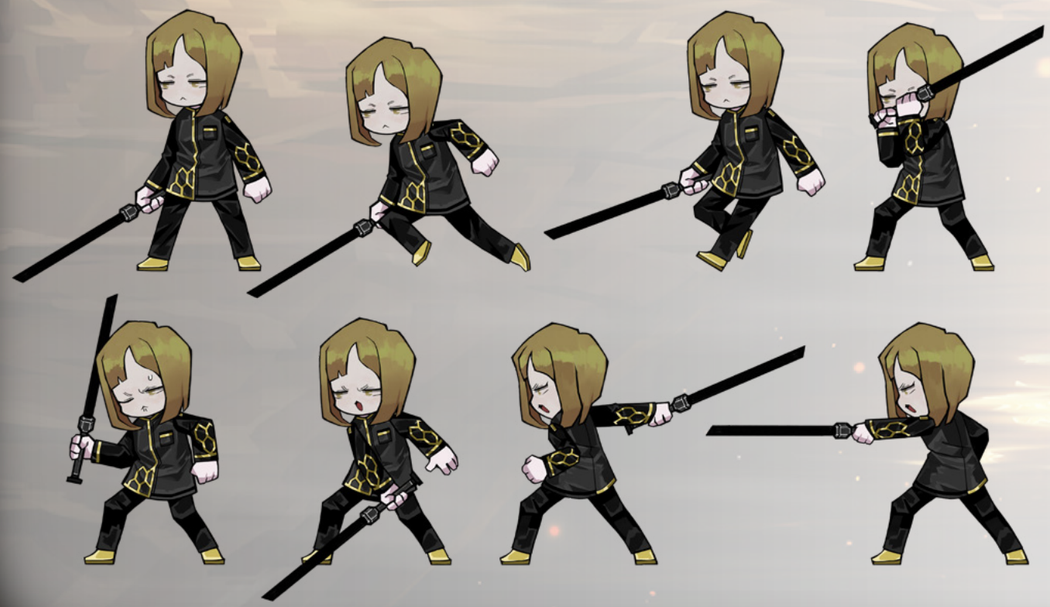
Developer's Notes

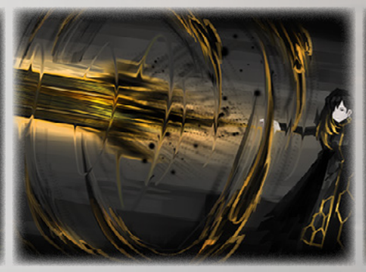
KJH Since Binah's brain was already scrambled in the past, she cannot give you any information about the Head or the City even if she were to become a book.

KJY I love the background art for Binah's dialogue scenes. The atmosphere is bleak and dim, and somewhat dreamlike as well··· I think it's a good match with the music in particular. The stream of water in the middle is shallow enough that you can walk through it with no problem, and lying in it won't fully submerge you. The stage background was directed to make it seem as if the Cityscape were being reflected in the night sky. We intended to create a visual representation of the conversation Binah and Elena had.

The Floor of Philosophy

Assistant Attire





Big Bird

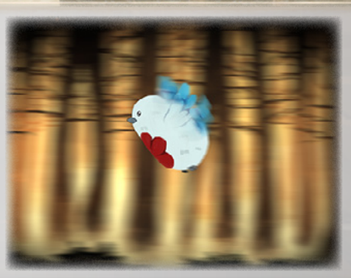
Though I'm not sure when it was...
I once saw an employee gently pet
Big Bird to sleep.

I think it was the first time
anyone's seen it rest so peacefully.

Punishing Bird

Whenever you heard the thump of a bird's pecks,
you knew this little bo-cheep was to blame!

I always wondered
how its mouth could
stretch so wide.



Judgement Bird

Scales that only tilt to one side...
While I admire the resolve to disallow personal feelings from swaying one's judgement...

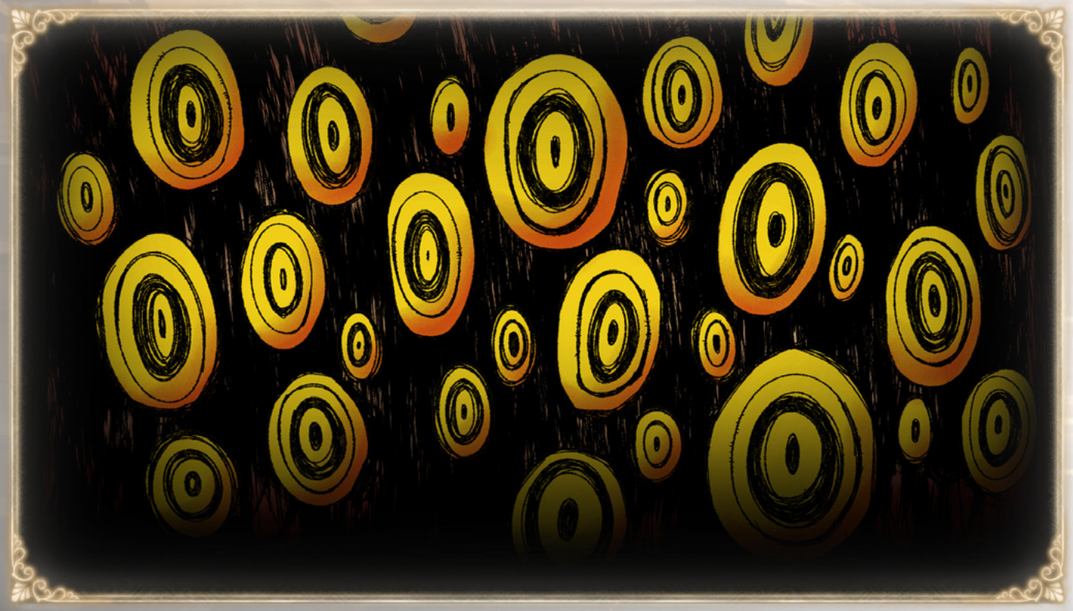
Hearing the clear sound of a bell did creep me out at times~

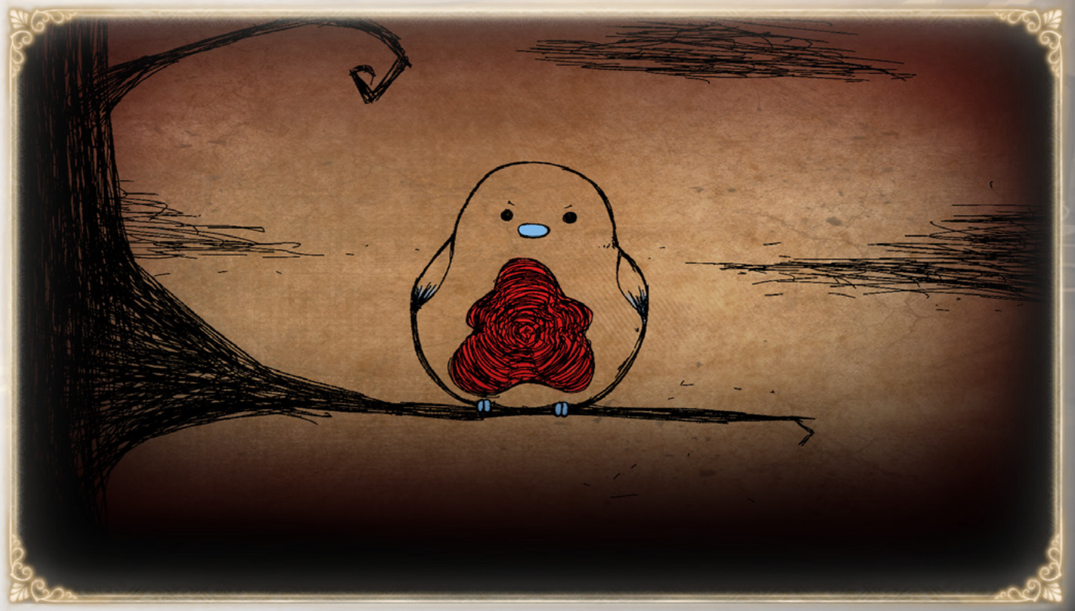
Then, in the middle of all the chaotic cries,

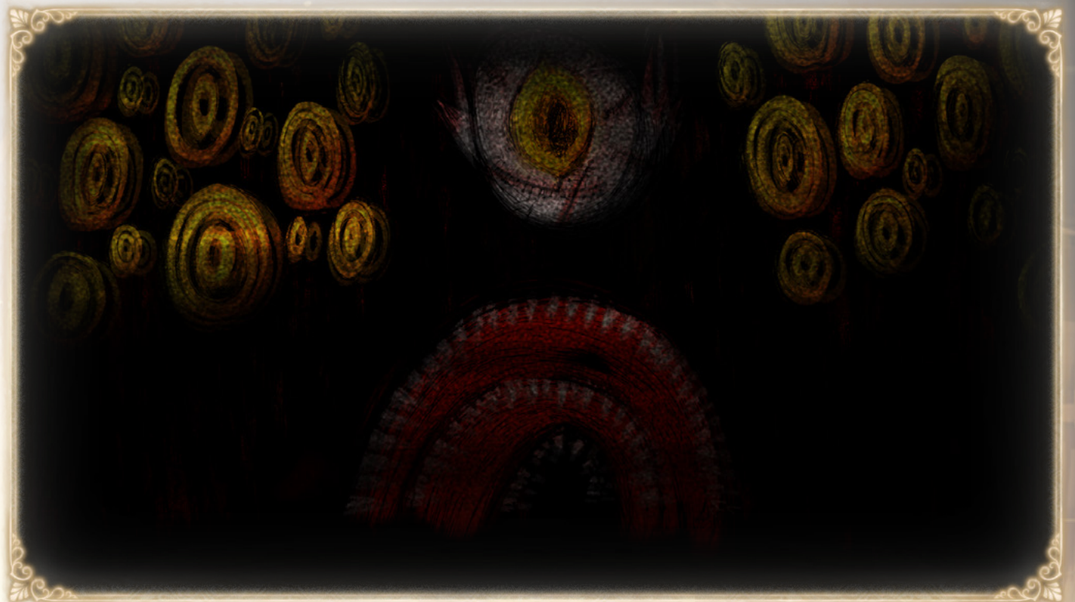
someone shouted

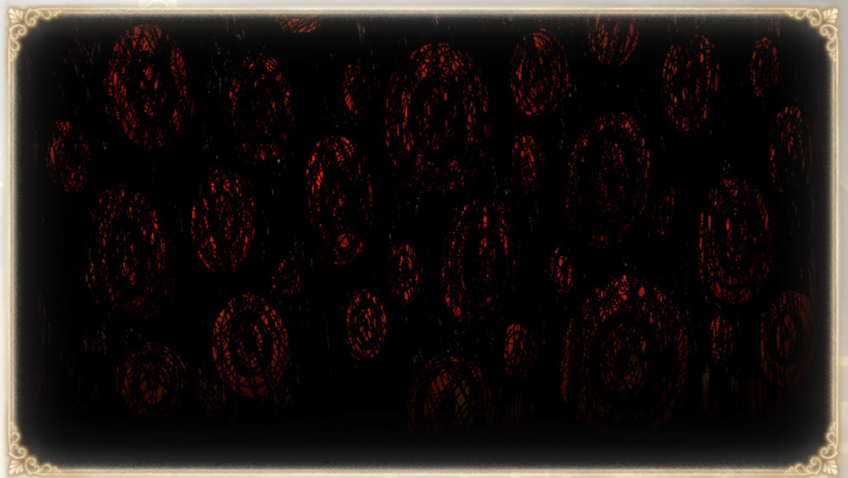
"It's the beast!"

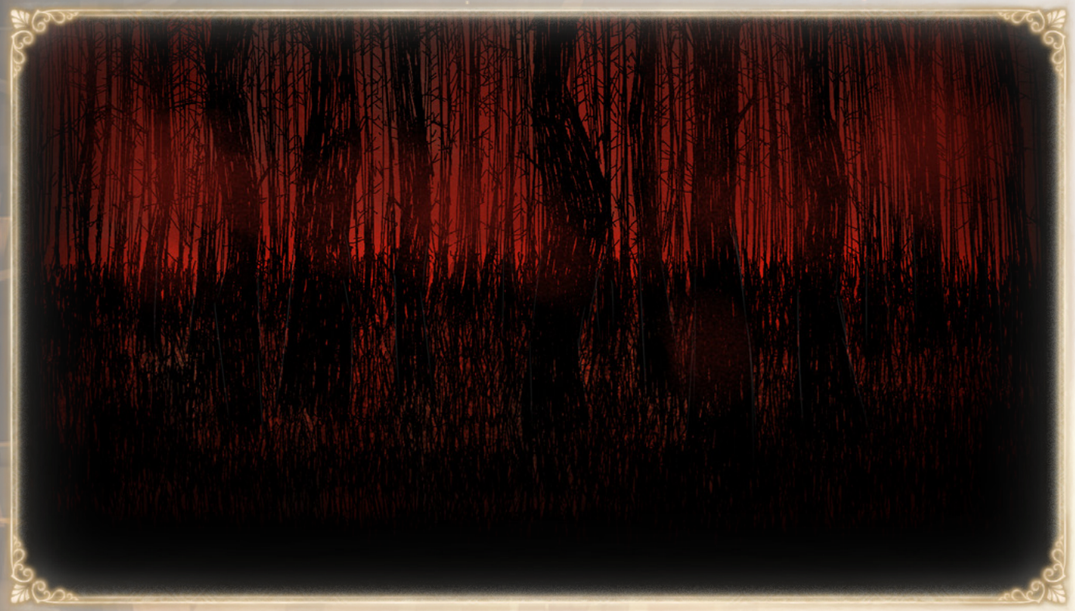
"A big, scary monster lives in the black, dusky forest!"











Big Bird's far seeing eyes were blinded

...

Small Bird's mouth that could devour anything was shut

...

And the head that always gazed upon the cosmos was lowered

...

The bird began to prowl the forest, but there was nothing.

There were no creatures, no sun and moon, and no beast.

...

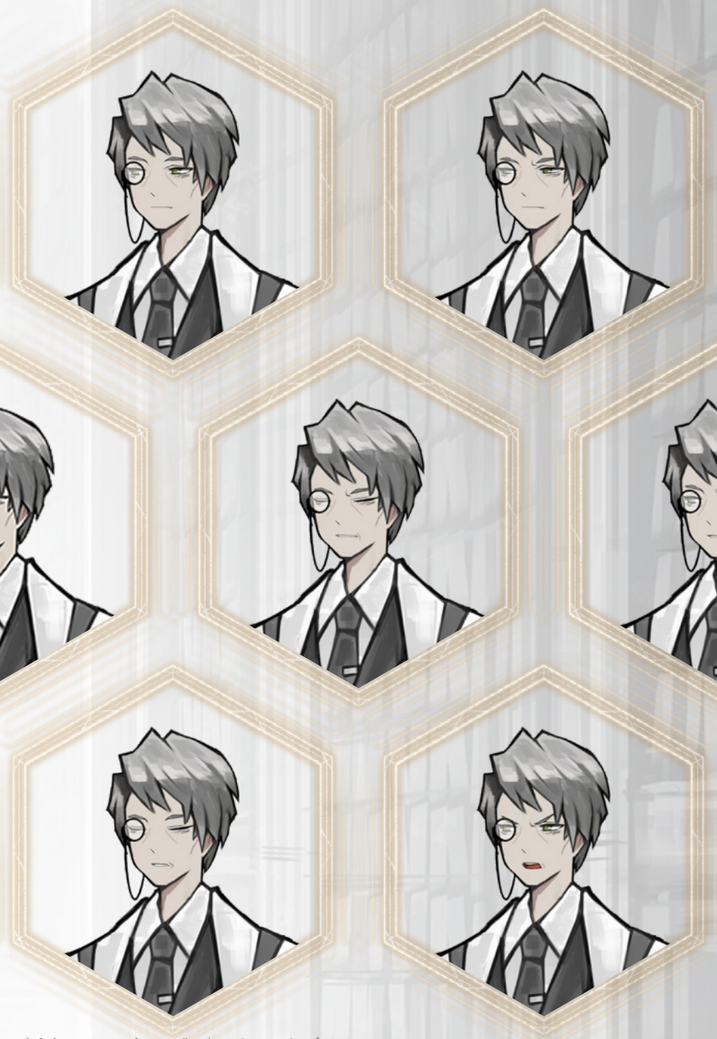
All that was left was just a bird and the Black Forest.

Patron Librarian Hokma 호크마

VA Lee Min-kyu (이민규)

I have no obligation to treat you ilk
with any courtesy or greeting.
Any faith I would have has long been crushed.

Age	???
Gender	Male
Height	182cm (~6'0")
Birthday	March 15th
Personality Traits	Devout · Refined · Somewhat Pessimistic
Hobbies	The acquisition of knowledge via reading the written word
Specialties	Comprehension
Likes	Brisk Atmospheres · Lemon Tea
Dislikes	His private time being disturbed



A singular book which contains all the knowledge
that you have accumulated so far...
I reckon this record holds much significance in many ways.

LYM

I spent days and nights wondering how to handle the somberness of WhiteNight when we were planning out the Realization. There were so many events and effects, writing down all the direction notes was a pain in its own. The two main concepts behind this floor's BGM are "requiem" and "hymn". The track gives off the feeling of a hallowed lament, melancholic in a way that's different from Chesed's.

LJH

Designing Realization outfits out of existing Abnormalities was challenging but fun. I wanted to depict a stronger synchronization with the Abnormalities. I was worried about how the designs might be judged, but I was relieved when they were accepted.

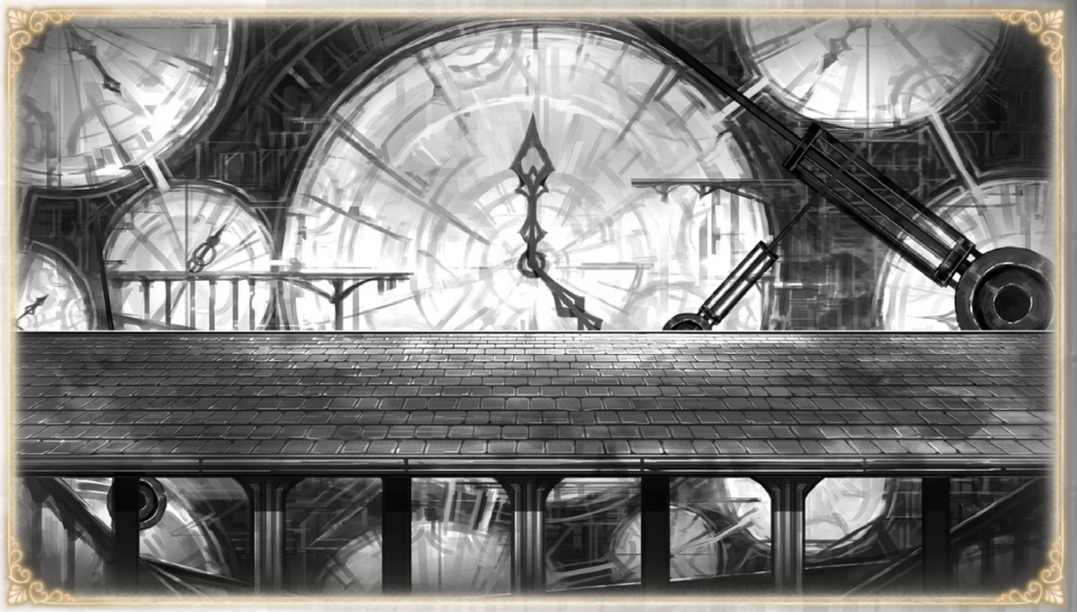
KJY

The lamps hanging on the stairs in the background art are pocket watches. A scene in a favorite movie of mine had countless pocket watches dangling in the air, which left a deep impression on me. Keeping records is important for religion, right? So I got this idea that Hokma inscribes special writings or numbers on the watches and hangs them himself. Only one of the watches is working at a time. Perhaps if a new event occurs, that watch would stop, and another watch would be hung.

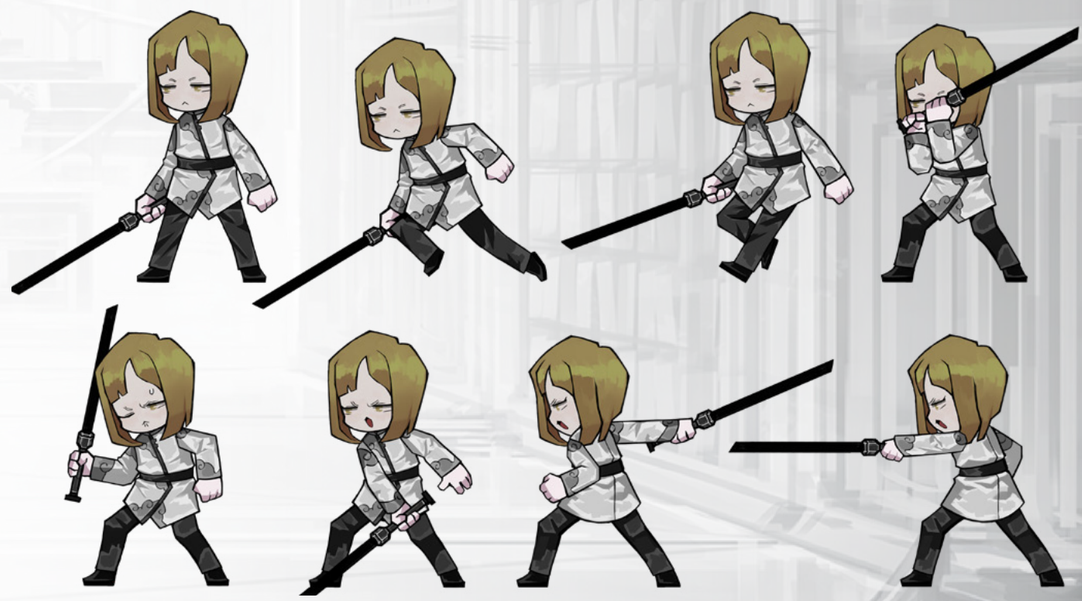
KJH

We took him in a new direction where he holds a lot of bitterness, as opposed to his gentle impression in LC. When I was assigning library classifications to the Sephirot, looking at the category of "Religion" instantly made me think of WhiteNight, and it became clear as day that the Floor of Religion would be its place. However, I wasn't sure if we could reflect WhiteNight's characteristics in this game. In LC, WhiteNight was iconic for its ability to turn a huge facility into complete pandemonium after its advent. Fortunately, Director Lee Yumi organized the WhiteNight experience into something that could satisfy many fans.

The Floor of Religion

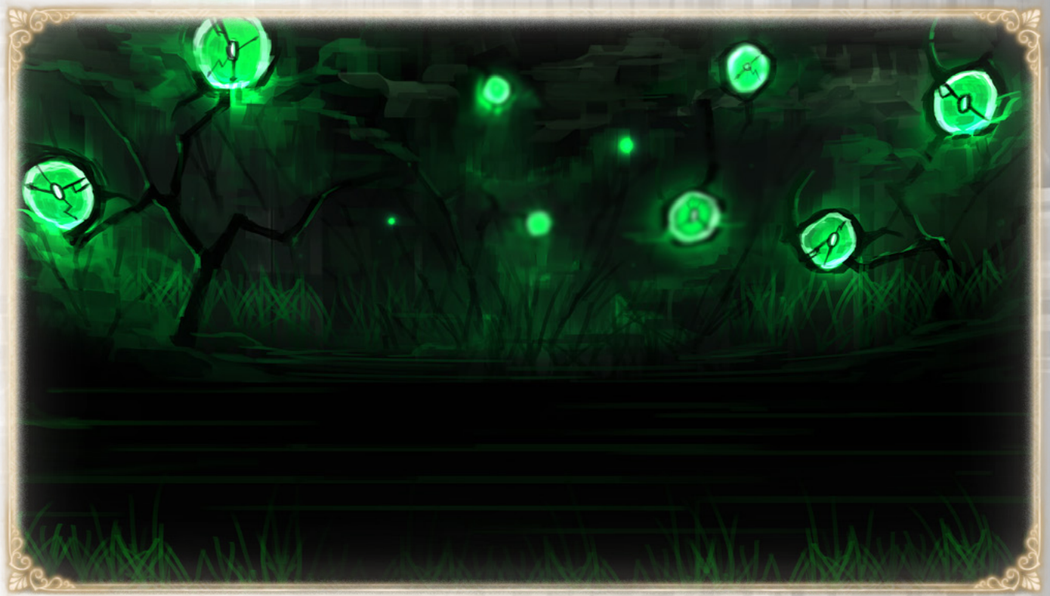


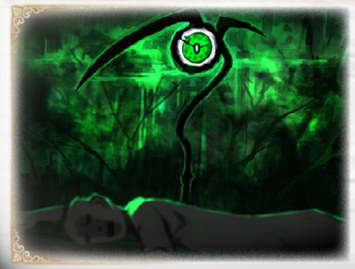
Assistant Attire

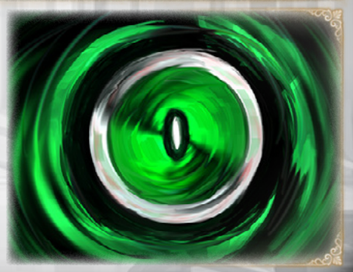


The Burrowing Heaven

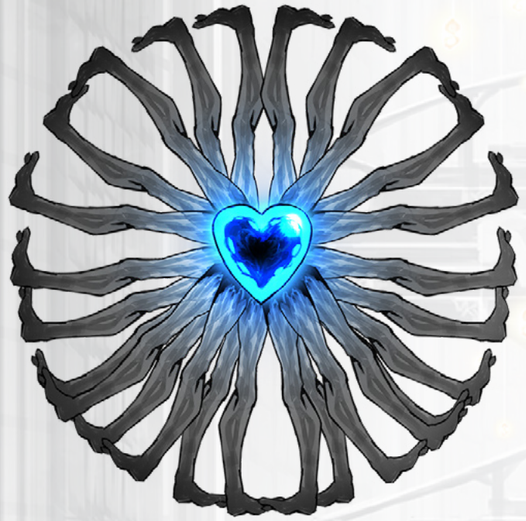
The Price of Silence

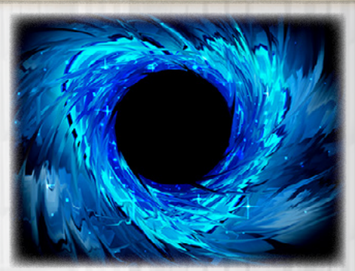


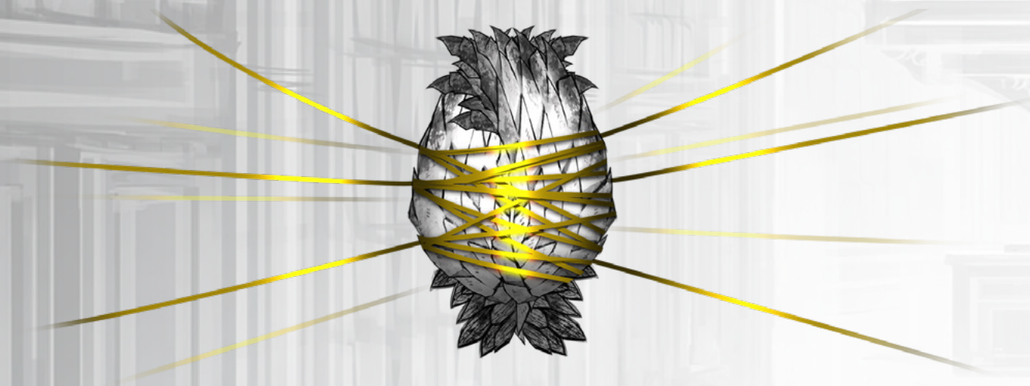


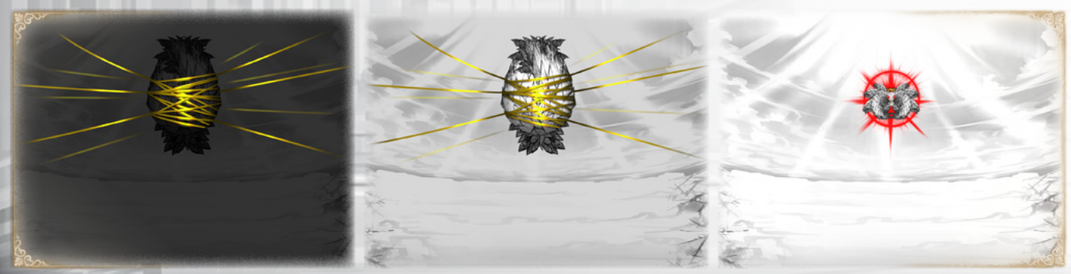


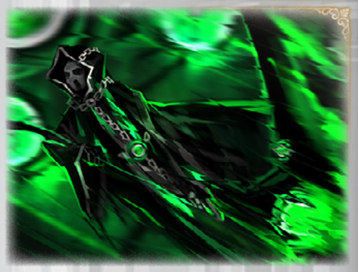
Blue Star

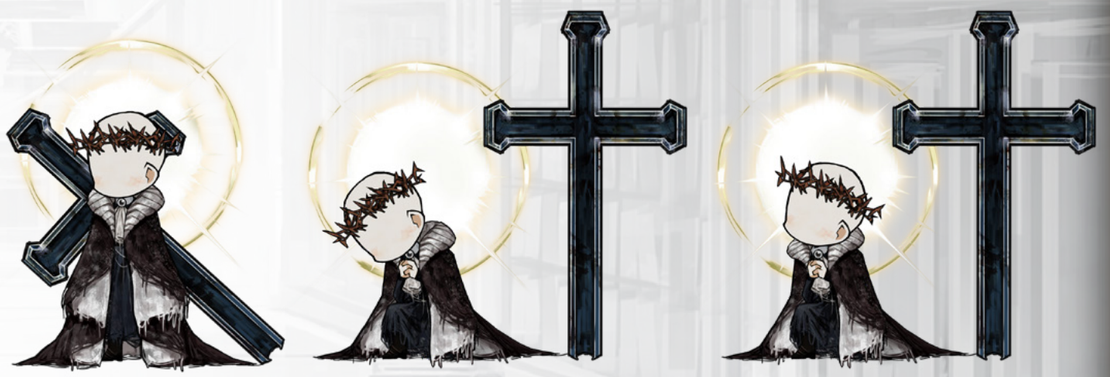












Roland 롤랑

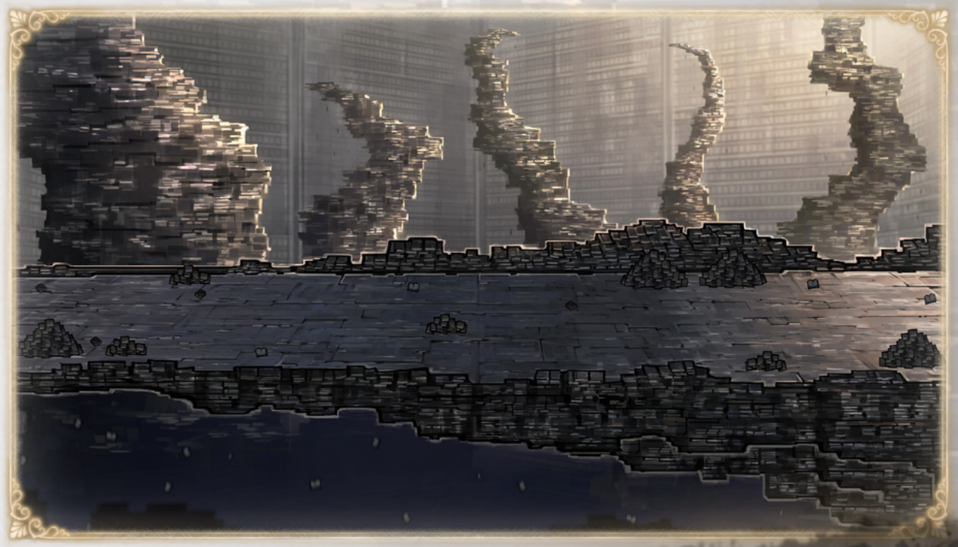
VA Son Soo-ho (손수호)

This kinda stuff can happen to anyone in the City.

Age	33 Years
Gender	Male
Height	178cm (~5'10")
Birthday	May 15th
Personality Traits	Cooperative · Amusing · Impulsive
Grade	Grade 9 Fixer
Hobbies	Cooking
Specialties	Conversation · Amiable Attitude
Likes	Pajeon · Gukbap · HamHamPangPang's Toasted Sandwiches
Dislikes	Mildly-seasoned Food

Guess Angela and I are the last ones to proofread the book.

Feels kinda embarrassing to let my secrets out...

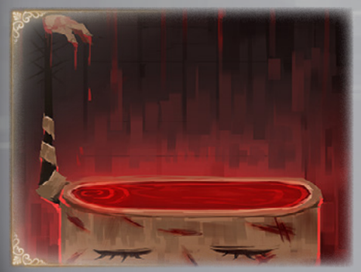


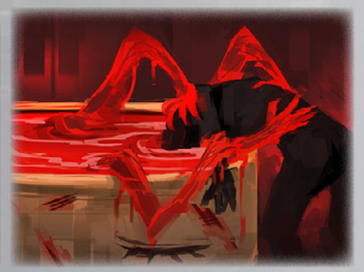
LYM Roland's chibi sprites were designed with the idea that he's hiding his true skills and is putting on an act, making himself seem sickly and weak. The art director did a good job portraying Roland's smug and easy demeanor. As for the Snow Queen's battle, we adopted the gimmick from LC pretty directly. I like how it turned out, as it seems more immersive than just watching it unfold in a containment unit.

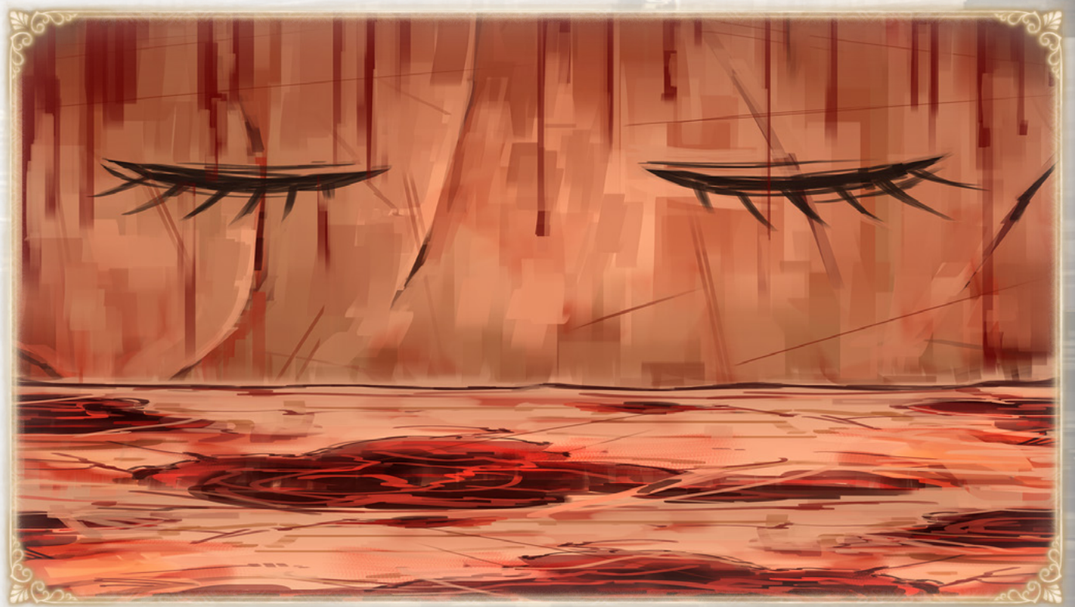
KJH When designing Roland for the very first time, he was modeled after the actor James McAvoy. I wanted to create a handsome character who is crafty and whimsical, but also doesn't look awkward when he gets serious. I was glad that many liked the newly introduced protagonist. Another candidate for Roland's inspiration was the actor Joseph Gordon-Levitt.

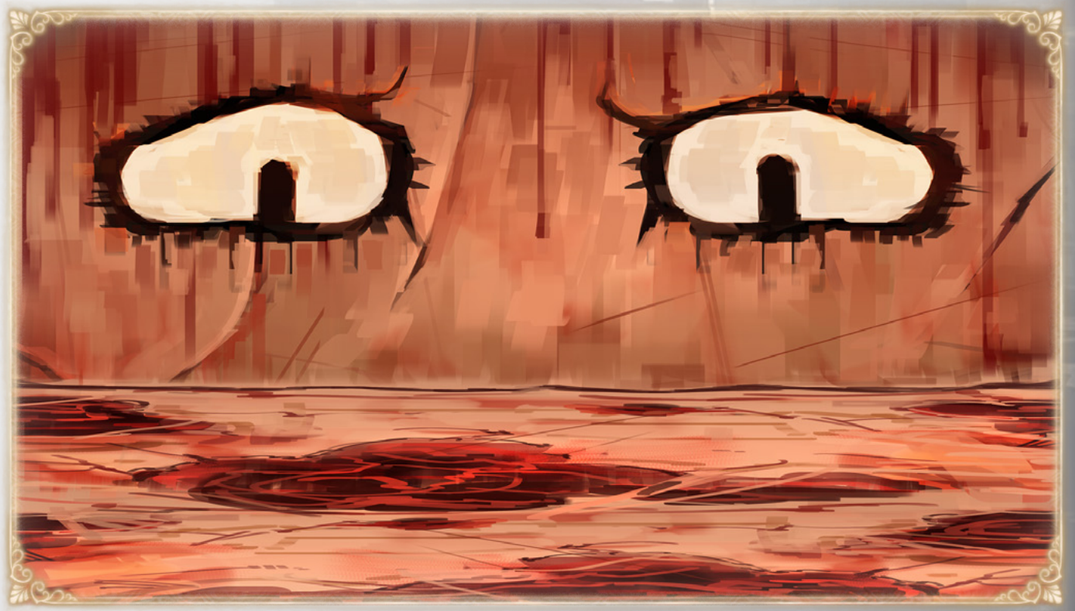
KJY I love Roland's chibi sprite. It's probably my favorite. How can I put it? He's got the aura of··· a master who makes you let your guard down? He looks relaxed at times, but when he takes a hit, he sells it well··· I also like the contrast between his usual posture and the stature where he's wearing the Black Silence's gloves.

KES It was quite hot last summer, but Mr. Son Soo-ho, the voice of Roland, recorded his lines with the air conditioner off to make sure that no noise snuck into the audio. The weather must've been stifling for him, since he was carrying a portable fan around his neck, but he kept a bright spirit throughout the recording. It was a pleasure to work with him. :)

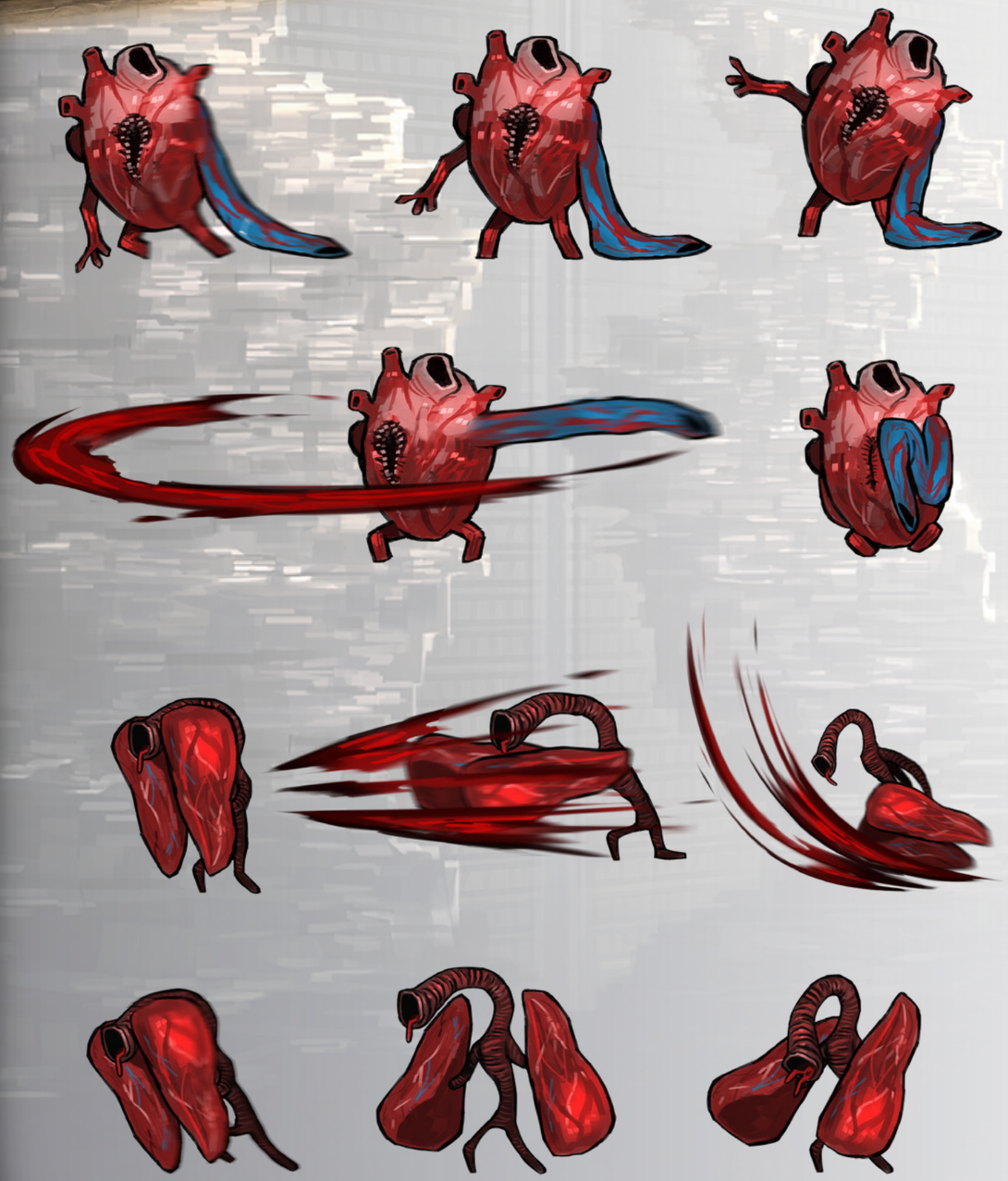


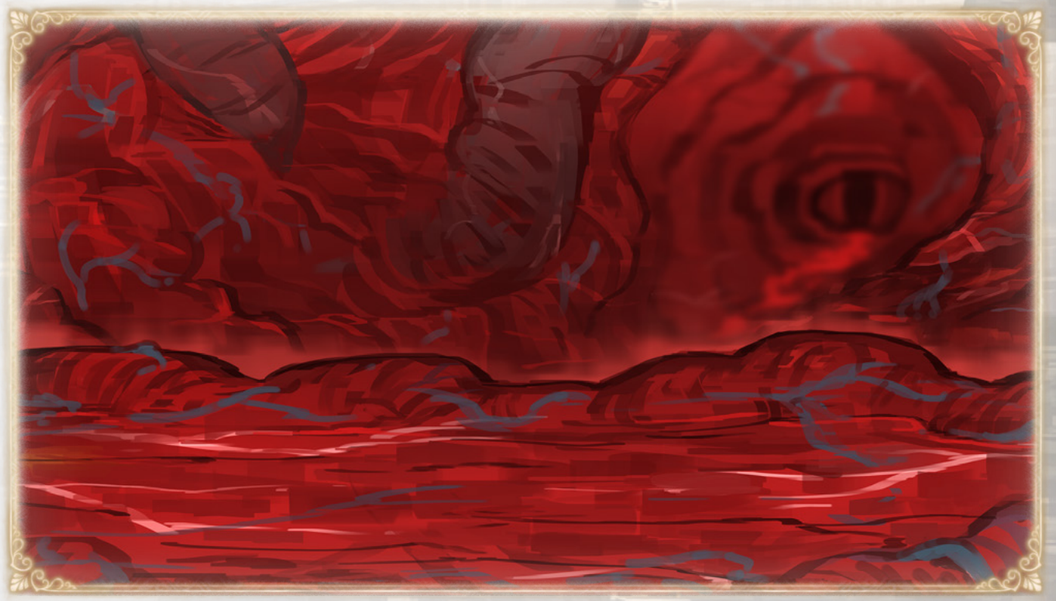


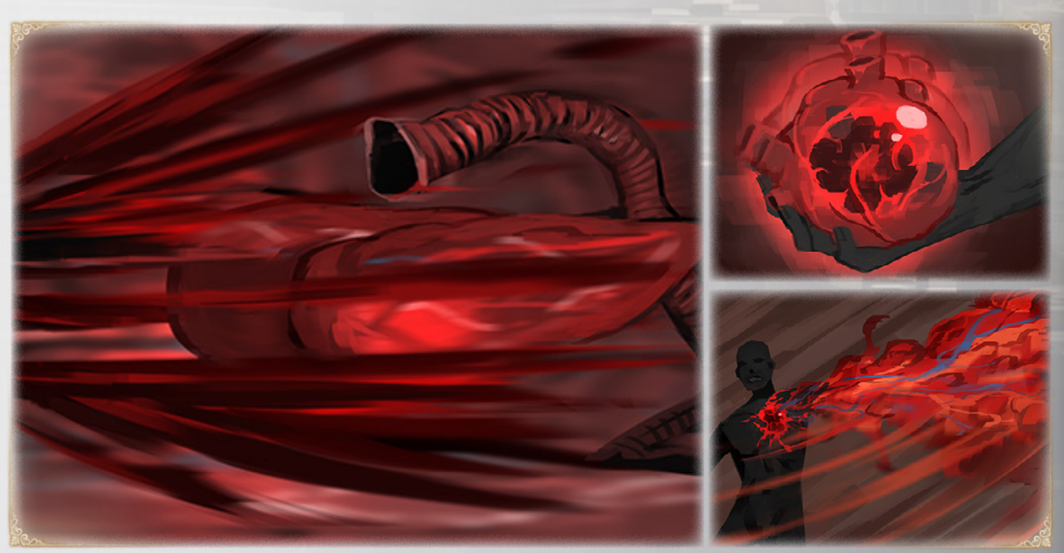


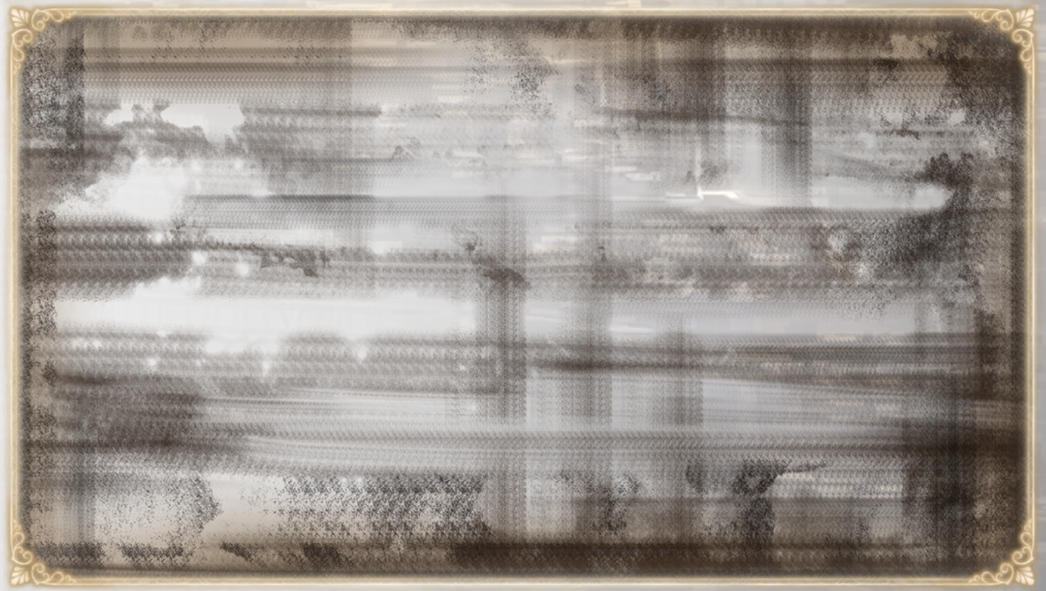


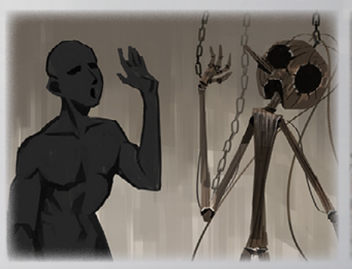
Heart of Aspiration



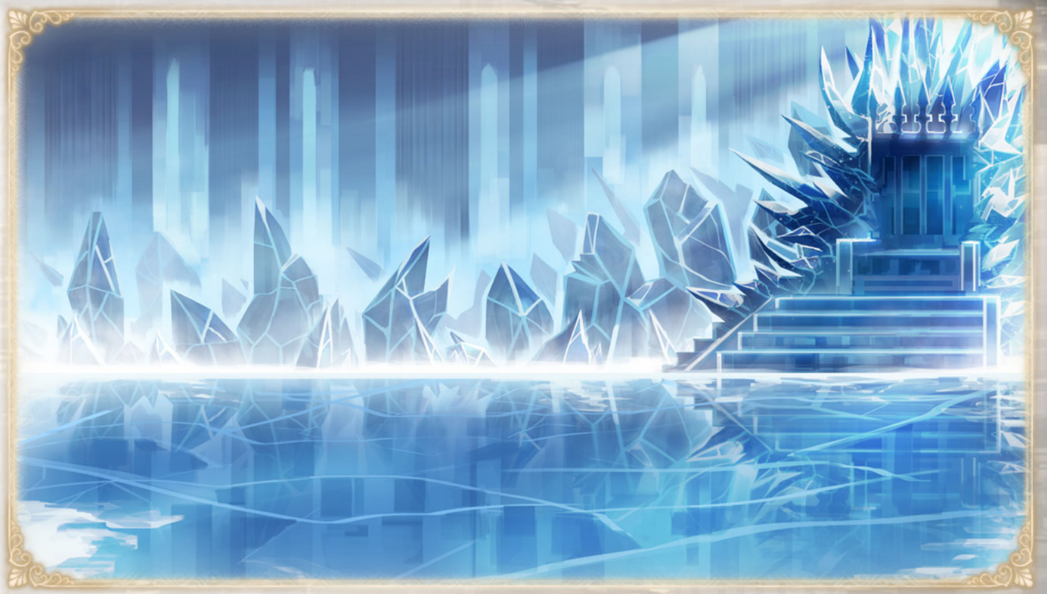








The Snow Queen



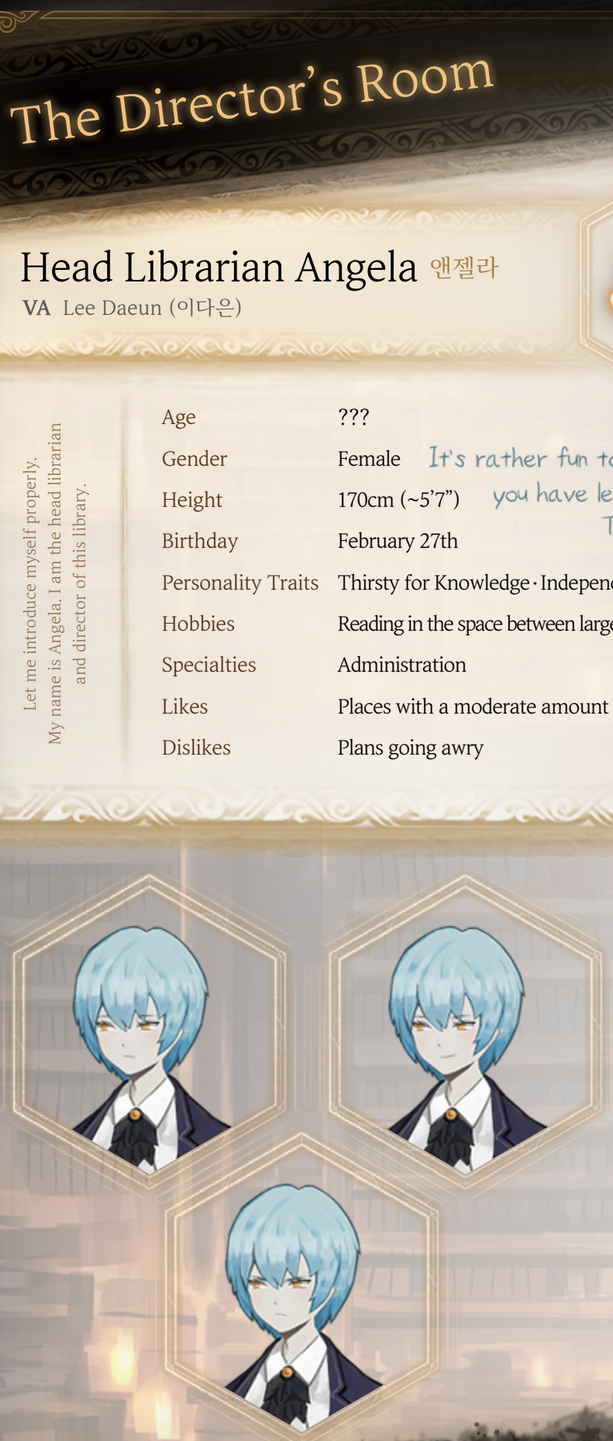
Head Librarian Angela 앤젤라

VA Lee Daeun (이다은)

Let me introduce myself properly.
My name is Angela. I am the head librarian and director of this library.

Age	???
Gender	Female
Height	170cm (~5'7")
Birthday	February 27th
Personality Traits	Thirsty for Knowledge · Independent · Unstable
Hobbies	Reading in the space between large bookcases
Specialties	Administration
Likes	Places with a moderate amount of noise
Dislikes	Plans going awry

It's rather fun to read the comments you have left...
Thank you, everyone.



KJH

Angela's crow outfit didn't quite suit the ambience of a library. So I asked for several sketches in order to give her an outfit that suits the librarian theme while still maintaining some design elements of the crow suit. Multiple hair and clothing drafts came up, and it took a while for us to decide on the final design.

KJY

Even though all the characters are precious to me, I can't help but cherish Angela the most; she is the protagonist, after all. I wanted to show her undergoing growth little by little. However, her attitude remained the same for most of the main story because we figured that players would take on the Realizations at different points, and so we left it up for the ending branches.

JHR

The themes of the Library UI were the neon lights of a cyberpunk world, the luxury of a library, and the stroke of ink. It was a textbook example of "elaborate but simple", the kind of requests that torment designers. Still, it was considered pretty if nothing else, so I guess that counts as half the success. I was very sorry about the UX for the early versions. I had to work under tight time constraints, and the constant changes with the game's systems made it difficult for me to clean things up. I sighed with relief when the total overhaul we pushed out in late November was received well enough.

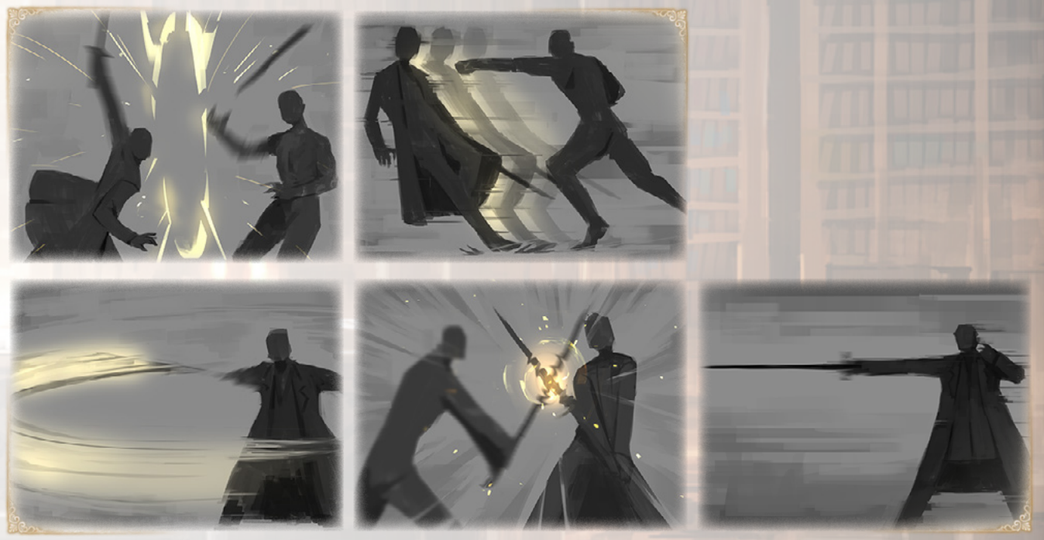
KES

I wish to keep a promise I made with Ms. Lee Daeun. A convention we had planned was cancelled due the pandemic, which was a huge shame since she was looking forward to it as well. (It was a period when COVID-19 caused a lot of uncertainty with holding events. Though things aren't much better right now;;) I vowed to plan a good event and contact her someday! Please wait warmly!!!

LYM

The sound effect for her snap was created from sound clips of multiple claps and finger snaps. The final version was created after going through multiple attempts to make a catchy sound, and I was happy to see that people liked it. Click!

The Director's Room



Canard

‘I go out to the street,
my hands in my pockets.’

– “The Road”

Hook Office

The Brotherhood of Iron

Yun’s Office

Rats

Canard

‘I go out to the street, my hands in my pockets.’

– “The Road”

The Rats

Belonging to no Office, Association, or Syndicate, the Rats spend each day trying to make ends meet and survive. Most of the time, they salvage organs from bodies rolling about ditch graves in the Backstreets to turn a profit. They sleep together in their dwellings, probably hidden away in a corner of the streets like a rat's nest. While others might frown upon it, that hole in the wall is the coziest home a Rat could ask for.

Everyone calls these Rats stragglers who have forfeited their dreams. They're scathingly viewed as scavengers that feed on what others throw away, or losers that complain about their current life without making any effort to change it for the better. However, it wouldn't be fair to say that they never tried. And··· perhaps some are still clutching a dream in that gutter.

Pete 피트

VA Lee Min-kyu (이민규)

Age	30 Years
Gender	Male
Height	173cm (~5'8")
Birthday	July 2nd
Personality Traits	Hot-tempered Big-mouthed · Gutsy
Occupation	Transient
Hobbies	Reading the weekly periodicals
Specialties	Short-term Memory
Likes	Convenience Food When the sun sets
Dislikes	Peppermint · Eggs

Lenny 레니

VA Song Harim (송하림)

Age	27 Years
Gender	Female
Height	161cm (~5'3")
Birthday	May 1st
Personality Traits	Big-hearted Disgruntled · Brusque
Occupation	Transient
Hobbies	Listening to music with a portable CD player Polishing scalpels
Specialties	Keeping her balance
Likes	Rock Music Collecting (Anything)
Dislikes	Uncleanliness · Tobacco

Mang-chi 망치

VA Kwon Seong-hyeok (권성혁)

Age	22 Years
Gender	Male
Height	174cm (~5'9")
Birthday	February 2nd
Personality Traits	Alert · Afraid · Inflexible
Occupation	Transient
Hobbies	Constantly changing
Specialties	Stitching with haste and neatness (Usually for repairing his own clothes)
Likes	Sandwiches · Warm Clothes Beanies
Dislikes	Brackens

SYJ I never really noticed it since I heard the lines so many times during testing, but when I gave it another watch later, I realized that Pete actually has a pretty charming voice.

LJY "You know my dream, right? To become one of the Fingers of the Backstreets." Pete's behavior left a deep impression on me; even when everyone else has sunken in despair with their broken dreams, he proudly announces his ambition and puts his plans to reach it into action. I'm curious to see what he'd look like if his dream came true.

KJH This trio was one of the last to have their designs made. Since they're the very first guests, they needed to be unique yet weak at the same time; I remember putting off their designs time and time again because of this dilemma.

LYM Although it didn't make it into the game, I loved the illustration where Pete was looking up at the bright Cityscape from the dim alley. I could pick up on Pete's feelings from that piece. I hope you'll live a happier life from now on, Petey~ ^-^

KJY The story of a rat who dreams. It's a fairy tale I've seen in various media, and one of the stories I liked. There were rats who were content with their current life and couldn't understand the dreaming rat, and there were rats who had chased after their dreams but gave up after facing hardship. Looking at the stories of different rats, I wondered why they would say that you should be content with the present; it was nice to be able to tell a story elaborating on this topic, even if just a little!

The Rats

Pete

Lenny

Mang-chi

Yun's Office

It's a Grade 7 Office run by a man named Yun. He's got a shallow and broad network of connections that had netted him a wide range of requests at first, but that seems to have run dry lately. So, they've got no choice but to resort to dull jobs like looking for a pet until night falls or finding and blocking up the mouse holes in a house.

Because of this drought of work, the Fixers don't seem to have a whole lot of trust for each other. Those working for Yun apparently act on their own behalf often, too. It looks like the operator has long since given up trying to keep them in check, though.

Yun 윤

VA Hwang Chang-yung (황창영)

Age	32 Years
Gender	Male
Height	179cm (~5'10")
Birthday	November 22nd
Personality Traits	Keen · Highly Ambitious Efficient
Grade	Grade 8 Fixer
Hobbies	Taking light walks to clear his thoughts
Specialties	Quick Movement · Networking
Likes	Smoking · Fountain Pens
Dislikes	Affairs that need cleaning up afterwards

Eri 에리

VA Chung Yu-joung (정유정)

Age	29 Years
Gender	Female
Height	149cm (~4'11")
Birthday	March 6th
Personality Traits	Abrasive · Callous · Confident
Grade	Grade 8 Fixer
Hobbies	Watching sports games Workshop Shopping
Specialties	Hairdressing Picking mid-to-upper class weapons at workshops
Likes	Drinking Warm-n-Snuggly clothes
Dislikes	The Cold (Esp. sharp winds) Complicated Paperwork

Finn 핀

VA Kim In-hyeong (김인형)

Age	20 Years
Gender	Male
Height	148cm (~4'10")
Birthday	October 15th
Personality Traits	Optimistic · Faint-hearted Polite
Grade	Grade 9 Fixer
Hobbies	Keeping a diary · Parkour
Specialties	Woodcarving (From small toys to pieces of furniture) Persevering with persistence
Likes	Baggy Hoodies · White Milk Big Sis
Dislikes	Unreasonable Things Cold-hearted People

MJY Finn was the character who's used the most for testing purposes, to the point of forming a sense of affinity with him. It's unfortunate that he seems to have been dethroned by Dong-hwan the Grade 1 Fixer.

LYM It was difficult to come up with names for the Combat Pages of Yun's Office, so I had given the Page where Eri swings her blade a temporary name: "Eri's Wide-area Slash". Then the director saw that and turned it into an inside joke which lasted a while. Go, Wide Eri-a Slash~

KJH In the initial draft, the background art that would be used for Yun's Office actually belonged to Molar Office until the script was changed. The design was based on a dilapidated lawyer's office. The types and names of Fixer Offices took many inspirations from the ways of law firms formed around a court.

KJY I like the stories of characters who try. The sort of characters who don't give in to the face of adversity, and rise again with renewed determination to do better next time. Finn was one of those passionate fellows. Of course, effort doesn't always pay off in this world, but I still think that kind of mental strength matters!

Yun's Office

Yun

Eri

Finn

Grade 9 Yun's Fixers

The Brotherhood of Iron

A certain lot who've replaced their entire bodies with artificial ones. They've undergone a procedure that quite literally substitutes biological parts with mechanical components. While prostheses most likely serve a wide array of functions, the performance is directly proportional to the price of the procedure. With a prosthetic body, you can eliminate the need for sleep or food, possess greater strength, move at ludicrous speeds, and more··· Today, the City offers a wide selection of prosthetic implant procedures loaded with various technologies. When you look at it this way, it appears the purpose of prosthetics is to remedy the inconveniences of the human body.

Because of such benefits, people are recommended to take augmentation procedures of any kind, not just limited to prosthetic implants. In this world, your chances of survival are significantly lower without such augmentation, whether you're a Fixer or a Syndicate member.

Mo 모

VA Song Harim (송하림)

Age	???
Gender	???
Height	171cm (~5'7")
Birthday	July 12th
Personality Traits	Short-tempered · Sensitive · Unhesitating
Occupation	Unspecified
Hobbies	Polishing their components
Specialties	Blowing things up
Likes	A Rich Life
Dislikes	The Rain · Power Outages

Arnold 아놀드

VA Kim Hyun-su (김현수)

Age	???
Gender	???
Height	175cm (~5'9")
Birthday	July 14th
Personality Traits	Quiet · Dense · Meek
Occupation	Unspecified
Hobbies	Sitting still with their head empty
Specialties	Spending a whole day without speaking a word
Likes	Fish · Almonds
Dislikes	Ice Picks · Hair-raising Drill Noises

Consta 콘스타

VA Hong Hubaek (홍후백)

Age	???
Gender	???
Height	175cm (~5'9")
Birthday	October 10th
Personality Traits	Gullible · Simple · Wary
Occupation	Unspecified
Hobbies	Reading food-related books
Specialties	Hardiness
Likes	Chatting · Break Time
Dislikes	Aggressiveness · Hunger (Sadly longs for the feeling now, however)

SYJ — When I first saw "Y-you Only Live Once!" and "B-blow It Up!" in the card plan document, I almost fixed the names thinking they were typos.

KJH — Being the first characters in the game to showcase the concept of prosthetic bodies, they were also going to be early-game guests, meaning that we had to avoid making them look too powerful. That naturally led us to motifs like rusted iron and scrap metal, which resulted in the designs we have now.

LYM — The running poses of the Brotherhood of Iron were inspired by the way the robots run in the film Terminator. Since the Brotherhood had such ludicrous imagery, though, the poses came to convey a completely different feeling. Hehe!

KJY — These characters are notable for their buffered speech modules! I think it was fun to consider how to proceed with recording their voice lines. This is a side note, but when I skimmed through the scenario at first, I thought Mo was named 'Momo' because of this quirky speech pattern.

Mo

Arnold

Consta

Hook Office

It's an Office founded by someone who once got seriously bruised by a murderous Syndicate, now hiring that same Syndicate. You don't see this kinda stuff every day, I'll be honest. I'm not sure on the details, but they make this a marketing point to be noticed by potential clients? An Office run by the former members of a killer Syndicate··· Well, this novelty strat seems to be doing a good job attracting requests, I've heard.

Though, here's a word of advice from me: You should practice some caution when you make a request to an Office of this kind. They might leave a bigger mess than you'd want.

Taein 태인

VA Shin Beom-sik (신범식)

Age	26 Years
Gender	Male
Height	171cm (~5'7")
Birthday	March 9th
Personality Traits	Cruel · Daring · Tactful
Grade	Grade 8 Fixer
Hobbies	Reading workshop catalogs Yo-yo'ing
Specialties	Swift Movement
Likes	Plain White Rice
Dislikes	Sluggish and frustrating things Peaches · Bad Odors

Naoki 나오키

VA Kim Bona (김보나)

Age	24 Years
Gender	Female
Height	153cm (~5'0")
Birthday	September 22nd
Personality Traits	Impulsive · Resolute · Fearless
Grade	Grade 9 Fixer
Hobbies	Metal Detecting Blade Polishing
Specialties	Pathfinding
Likes	Japgokbap (Multi-grain Rice)
Dislikes	Jalapeños · Pickles··· Anything Fermented

McCullin 맥컬린

VA Kwon Seong-hyeok (권성혁)

Age	30 Years
Gender	Male
Height	191cm (~6'3")
Birthday	August 12th
Personality Traits	Steadfast · Dependable Aggressive
Grade	Grade 9 Fixer
Hobbies	Calisthenics
Specialties	Long-distance Running
Likes	Japgokbap (Multi-grain Rice)
Dislikes	Raw Food

KJH

The weaponry Taein has equipped is a bionic weapon manufactured by the workshop 'Union Co.' Initially, we had written down profiles for several workshops, but they didn't make it into the game due to issues with adjusting the number of contents. Bionic weapons sadly didn't appear after this point.

I am quite curious to learn how a bionic weapon operates.

Maybe it's like moving your body to hit stuff...?

Close enough. Of course, there are all sorts of bionic weapons, so I can't say for sure that it's how it works, but... The kind of weapons that guy uses can be controlled kinda similar to how we move our limbs. Oh, and the calories from food can be used as energy, too.

Cheap ones are sometimes sold in bags like this.

JHR

Hook Office's symbol is one of the icons I like from our earlier creations. I remember looking up a lot of graffiti images to figure out the shape of teeth that would better depict the feeling of "rough dudes" as well as the imagery of hooks to go with it. I liked how the meat hooks and the mean grin turned out to be a better match than I had thought. But, I do think the icon could have been better if the bloodstains were drawn as areas rather than red lines.

LJH

I'm personally a fan of Hook Office's Combat Page illustrations. If someone with murderous intent runs at you with their eyes glowing red in a dusky street where the only source of light is the moon and the urban glow softly shining on you from afar, I think anyone would be frozen stiff and defenseless in that kind of situation.

KJY

I like the concept of the bionic weapons as used by Taein. There was a favorite work of mine where characters could morph parts of their bodies into weaponry, and seeing them battle used to pump me up. This isn't exactly the same as that, but I think I still like it in a similar sense. I wanted to introduce more bionic weapons, but unfortunately, I haven't had the opportunity to do it within this game.

Taein

Naoki

McCullin

Urban Myth

‘They do not have the time to think about the terror at the end of the song, before the setting of the sun.’

- “Life and Death”

Streetlight Office

Pierre’s Bistro

Urban Myth

‘They do not have the time to think about the terror
at the end of the song, before the setting of the sun.’

– “Life and Death”

Pierre's Bistro

A restaurant aged 11 years in the streets of District 23; although it's not super popular or anything, it has quite a few regulars. Its specialty is meat-based foods, and the main dish is Pierre's signature thick meat pies. I've never tried one myself, but according to its patrons··· the abundance and juiciness of the meat make for a fantastic meal.

Now here's the funny bit: some people don't seem to know what the pie is made of. Well, Pierre, the head chef of the establishment, isn't the type to babble out for things no one asked. Besides, we're talking about District 23··· the streets of flavor, y'know? Whatever methods or ingredients were used to make the food··· most of those folks don't pay any attention. They'd rather be taking another bite out of their tasty grub if they have the time to ask questions.

Pierre 피에르

VA Kim Sooyeong (김수영)

Age	34 Years
Gender	Female
Height	168cm (~5'6")
Birthday	June 28th
Personality Traits	Brilliant · Creative · Spontaneous
Occupation	Chef
Hobbies	Polishing kitchenware Developing new dishes
Specialties	Quick Mental Arithmetic Ingredient Hunting
Likes	Watching Jack enjoy her food · Olives
Dislikes	Herbal Scents · Green Tea · Basil

Jack 잭

VA Lee Min-kyu (이민규)

Age	32 Years
Gender	Male
Height	190cm (~6'3")
Birthday	February 15th
Personality Traits	Amicable · Gentle · Feisty
Occupation	Sous-chef · Ingredient Procurement
Hobbies	Checking the freshness of ingredients Sampling Pierre's new dishes
Specialties	Preparing ingredients quickly
Likes	Pierre
Dislikes	Fishy Smells · Tart Food

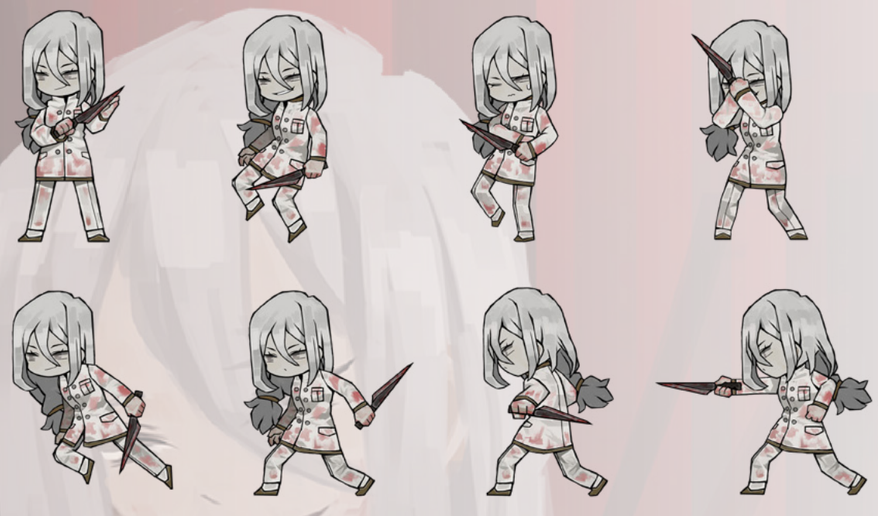
JHR I earned the nickname 'Uncle Jam of Suji-gu' around the studio. Hand grippers are one of the few exercise tools you can use in an office environment, so I would work my fingers from time to time to get my blood circulating; then my coworkers gave me the nickname, joking about how I could make jam with my grip strength. I didn't expect meat jam to actually be brought up in the game.

KJH They're guests that show a hint of the cruel side of the City. I put "meat jam" in the script without giving it much thought, but I was surprised to learn later that it's actually real food.

KES Looking at them now makes me realize that time sure flies like an arrow. Meat pies··· I'll make this meat pie one day!! :)

KJY I remember thinking a lot about what the relationship between Jack and Pierre would be when writing the script for them. Are they a couple? Friends? Or simple business partners working toward a goal··· Ultimately, it didn't change the fact that they cherish each other.
I think the episode for these two characters was when we started making dialogue tied to special events. Characters in earlier chapters would only speak for themselves, but we gradually added more special lines to give a sense of affinity between them as we progressed. :D

Pierre



Jack

Streetlight Office

They're an Associate Office designated by the Zwei Association. Streetlight Office is currently keeping the peace of about two blocks of territory. A peacekeeping Office's only duty is to watch over a given area, which isn't all that difficult as a main task. One caveat is that they're obligated to fulfill any requests issued by the Association.

While the Office's grade is rather low considering that it was established a mere 2 years ago, it would seem that its members have formed quite a strong bond with each other.

San 산

VA Shin Beom-sik (신범식)

Age	29 Years
Gender	Male
Height	177cm (~5'10")
Birthday	April 23rd
Personality Traits	Kind · Careful · Industrious
Grade	Grade 6 Fixer
Hobbies	Organizing work Having small chats
Specialties	Quick Situational Judgement A Positive Mentality
Likes	Peppermint · His Colleagues ···His Younger Brother?
Dislikes	Selfish People · Sour Food

Mars 마스

VA Lee Gyuchang (이규창)

Age	24 Years
Gender	Male
Height	173cm (~5'8")
Birthday	February 14th
Personality Traits	Flexible · Logical Somewhat Compulsive
Grade	Grade 7 Fixer
Hobbies	Board Games
Specialties	Wielding Greatswords
Likes	Strawberry Cake · The sword his mother gifted him
Dislikes	Noise · Concentrating on one thing for too long

Lulu 루루

VA Son Sun-young (손선영)

Age	24 Years
Gender	Female
Height	154cm (~5'1")
Birthday	June 18th
Personality Traits	Daring · Impatient · Active
Grade	Grade 7 Fixer
Hobbies	Exercise (Especially Swimming) Eating Sweets
Specialties	Striking with precision (Including moving targets)
Likes	Pâte à choux · Chocolate Cake
Dislikes	The Rain · Dark Places

JHR It's the same symbol that was featured in the physical invitation pamphlet. It was designed to signify that the streetlight becomes a fence that protects people. For a symbol that was designed pretty early on, I'm satisfied with how meaningful it turned out. The only thing I feel could've been better is that the shape of the streetlight lamp is slightly off.

KJY My first impression of Streetlight Office was that··· they're neighborly? Having just finished reading the darker stories from other parts probably reinforced that impression. I don't think that's a bad thing, though! They have their own goals, working hard in their own right.

LJY The Office was a ray of light shining on the dreary, intimidating streets of the City. Its characters aren't too far removed from reality, which helped me grow fond of them. But··· just who is Mars' mother?!

KJH This group of guests was designed based on the trope of a traditional trio of protagonists. In particular, we wanted Mars to feel like the protagonist of a comic series. That may have been the reason it took a fair bit of time to decide on a voice actor to play his role.

Mars

San

Lulu

Lulu's Friends

Hook Fixers

Hook Fixers

Backstreets Butchers

Backstreets Butchers

Urban Legend

The Stray Dogs

Zwei Association Section 6

Molar Office

‘And I savor the magnificent fragrance of the sacrifice, which fills my room.’

– “A Single Candle”

Urban Legend

‘And I savor the magnificent fragrance of the sacrifice, which fills my room.’

– “A Single Candle”

Zwei Association
South Section 6

A public security Association with the slogan: “Your Shield.” They’re usually tasked with keeping the peace in assigned territories. You can tell them apart from other Fixers by their simple uniforms and man-sized swords. And that their tactics tend to be more defensive than others. Protecting the client is their number one priority, so they don’t go out of their way to take lives unless the situation is that dire··· In other words, their job is to defend, first and foremost.

The catch is that their prices are a bit too high for an individual client to afford easily. The fee they ask for guarding even just a tiny area is ridiculous, no joke. Though, giving them the money is gonna be your only option if you’re desperate for protection···

They can wield swords bigger than their bodies so easily...

I guess that shows how skilled they are, right?

I have been made aware that there are vigilante groups in the Backstreets who provide similar services.

Welp, they realistically can't be on guard duty all day... But they do a good enough job.

Walter 월터
VA Lee Gyuchang (이규창)

Age	46 Years
Gender	Male
Height	182cm (~6’0”)
Birthday	February 1st
Personality Traits	Impudent · Uncompromising Realistic
Grade	Grade 5 Fixer
Hobbies	Crossword Puzzles
Specialties	Eloquence
Likes	Honor · Bitter Coffee
Dislikes	Dogs · Sweet Food

Isadora 이사도라
VA Kim Yeonwoo (김연우)

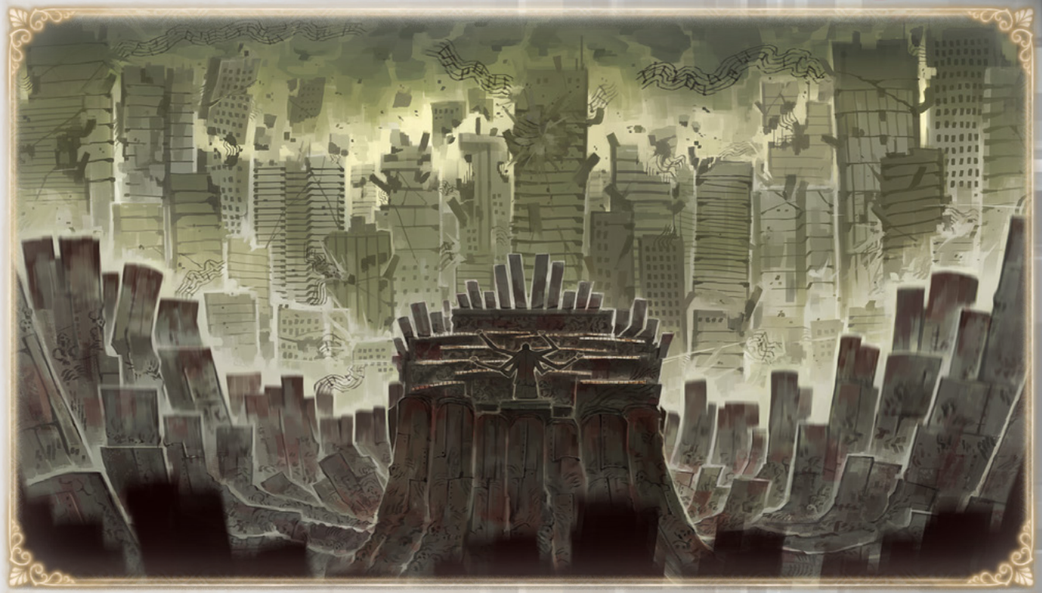
Age	29 Years
Gender	Female
Height	158cm (~5’2”)
Birthday	January 11th
Personality Traits	Prickly · Compassionate Prudent
Grade	Grade 6 Fixer
Hobbies	Daydreaming while burritoed up in a blanket
Specialties	Organization Gathering Intelligence
Likes	Green Tea · Strawberries
Dislikes	Seaweed

Julia 줄리아
VA Song Harim (송하림)

Age	29 Years
Gender	Female
Height	163cm (~5’4”)
Birthday	May 27th
Personality Traits	Meek · Proactive · Thoughtful
Grade	Grade 6 Fixer
Hobbies	Card Games
Specialties	Holding a facial expression Comforting or consoling others
Likes	Crepes · Coffee
Dislikes	Chocolate

LJH Julia was the first character I made chibi sprites for since joining the studio. Adjusting to the artstyle was hard at the beginning, and the sprite went through constant adjustments until it was put in the game. Looking at it now, I see a lot of room for improvement, but it’s still the result of the hard work of my past self.

KJH They were designed using police as a motif. I distinctly remember the characters, since their designs took shape rather quickly. Isadora in particular was used frequently as a target dummy for testing chibi sprites or effects. I look forward to the day when we’ll introduce more powerful Fixers from the Zwei.



JHR To me, Isadora was the one who left the deepest impression out of the Zwei as a whole. She was the test dummy I used for conceptualizing the presentation of combat. I made demo videos for elements like the pace of poses during an engagement, camera movement, dice, and card drawing to show the programmers; they did a stellar job making it all a reality. And my thanks to Isadora for serving as a test subject throughout all of this.

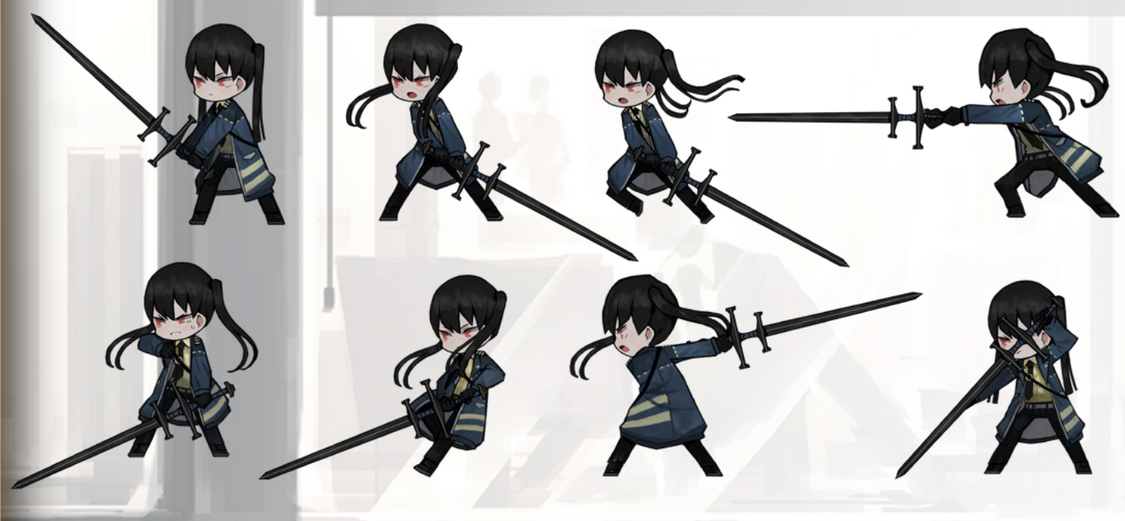
KJY The Zwei! It’s one of my favorite Associations. Their clean attire and building interior, the office full of busy people dealing with new cases happening all the time··· I liked how it encapsulates the feeling of a police station you can commonly see. In this game, we only got to show the atmosphere of Section 6 of the Southern Branch, but I’d like to elaborate on the roles and tones of other sections if we get the chance.

CTH The Zwei’s imagery is probably one of the first things that come to mind when you read about the lore of ‘Fixers’.

Zwei Association
South Section 6

Walter

Isadora



Julia

Zwei S. Section 6 Crew

The Stray Dogs

A subsidiary of the Thumb, one of the Five Fingers. They're typified by the enhancement tattoos covering their skin and the large accessories they're wearing.

The Dogs are infamous for being feral, but they don't bite just anyone they see. Although they might look like an anarchic pack of brutes, that Gyeong-mi guy's got the charisma of a proper leader. He values promises with comrades above all else.

Gyeong-mi 경미

VA Kwon Seong-hyeok (권성혁)

Age	35 Years
Gender	Male
Height	191cm (~6'3")
Birthday	August 31st
Personality Traits	Unrestrained · Oppressive Aggressive
Hobbies	Strength Training
Specialties	Quick Eating
Likes	Meat
Dislikes	Broken Promises Behavior that harms the pack

Zulu 줄루

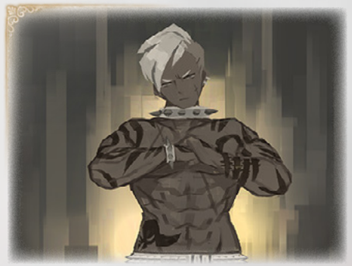
VA Kim Hyun-su (김현수)

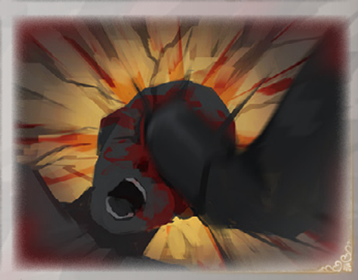
Age	33 Years
Gender	Male
Height	179cm (~5'10")
Birthday	March 18th
Personality Traits	Taciturn · Principled · Doubtful
Hobbies	Outdoor Camping
Specialties	Heavy Hits
Likes	Parsley · Kohlrabi
Dislikes	Mutton

Dino 디노

VA Hong Hubaek (홍후백)

Age	32 Years
Gender	Male
Height	170cm (~5'7")
Birthday	August 30th
Personality Traits	Poised · Attentive · Violent
Hobbies	Boxing · Styling his hair
Specialties	Agility
Likes	Quiet Places · Salad
Dislikes	Perfume





KES Being a huge lover of animals, the words 'Stray Dogs' troubled my mind so much that I made a plan for a General Invitation of 'Adopted Dogs'. It obviously didn't pass, though.

KJY I remember them most for their tattoos and promises, on top of the fact that they show off their tattoos rather than hide them. It's the confidence in their own strength that I like. Maybe one day, Dino will have his whole body covered with tattoos like Gyeong-mi and Zulu?

MJY I think it's important to keep promises.

LYM Because the combat sprites were limited to chibi proportions, the punches and kicks of the Stray Dogs turned out cute rather than cool, which was a shame. Please imagine that they're throwing impactful and hard-hitting blows like what the Combat Page art suggests.

KJH Gyeong-mi attracted more attention than I expected. He was designed after a designer in our team. We initially wanted to use his real name, but ultimately decided to go with a different one.

JHR Hello, it's Gyeong-mi. I enjoy combat sports, and I think I was in the middle of taking wrestling lessons when this character was being made. Right now, I'm going light on exercise due to ankle problems, but I'd like to resume training once I've recovered and preach the importance of promises like Gyeong-mi does.

The Stray Dogs

Gyeong-mi

Zulu

Dino

Stray Dogs

Molar Office

Molar Office prides itself on the skillfully interlocked coordination of its Fixers. They don't operate alone if possible.

While they are competent Fixers when it comes to resolving requests··· many first-time clients are concerned by their somewhat unstable demeanor and the way they carelessly go through the formalities of contracts—something you wouldn't see in other, more trusty Offices. This Office prefers to handle requests by going on a full offensive to wipe out the target first, rather than taking a defensive approach, which can seem rather reckless at times. Though apparently, there is a sizable population of clients that like it this way.

Olga 올가

VA Kim Sooyeong (김수영)

Age	33 Years
Gender	Female
Height	174cm (~5'9")
Birthday	June 21st
Personality Traits	Bold · Kindly · Decisive
Grade	Grade 5 Fixer
Hobbies	Reading · Social Drinking
Specialties	Driving · Daring Decisions
Likes	Drinking Bouts · Mystery Novels
Dislikes	Being nagged at · Stuffy Clothes

Mika 미카

VA Chung Yu-joung (정유정)

Age	23 Years
Gender	Female
Height	150cm (~4'11")
Birthday	September 13th
Personality Traits	Honest · Delicate Perfectionistic
Grade	Grade 7 Fixer
Hobbies	Stretching · Hiking
Specialties	Flexibility · Sprinting
Likes	Vacations Places with a good view
Dislikes	Bitter Food · Unhygienic Places

Rain 레인

VA Hwang Chang-yung (황창영)

Age	23 Years
Gender	Male
Height	159cm (~5'3")
Birthday	January 10th
Personality Traits	Analytical · Savvy · Critical
Grade	Grade 7 Fixer
Hobbies	Solving puzzle cubes Clearing metal puzzles
Specialties	Memorizing · Scolding
Likes	Things he can focus on
Dislikes	Jelly · Strong-tasting food

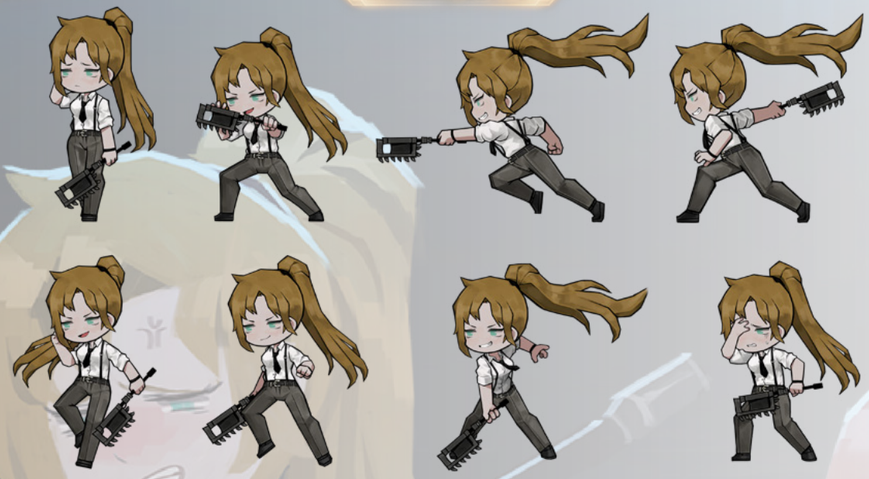
KES I remember talking to my friend about Mika from Molar Office because they had an almost identical name. Although her role wasn't anything major, that friend is short and adorable just like Mika, which makes her memorable to me. :)

KJH I think this is the point where the plot truly begins to unfold. Myo from the previous game is mentioned here, and the subplot involving W Corp. marks its beginning as well. I wanted to implement multi-hit effects since they use chainsaws, but unfortunately couldn't due to limitations.

LJY I adore Olga's character design, and I found her personality enjoyable. I would like to try working for a boss like Olga, as long as··· she doesn't fetch weird requests for us.

KJY There are many Offices with unique names, but Molar Office takes the cake for me. I was particularly impressed by how the Office name symbolizes the way the Fixers mesh together to grind through requests. I also liked that even though they get into arguments often and seem volatile, they still rely on each other.

Olga

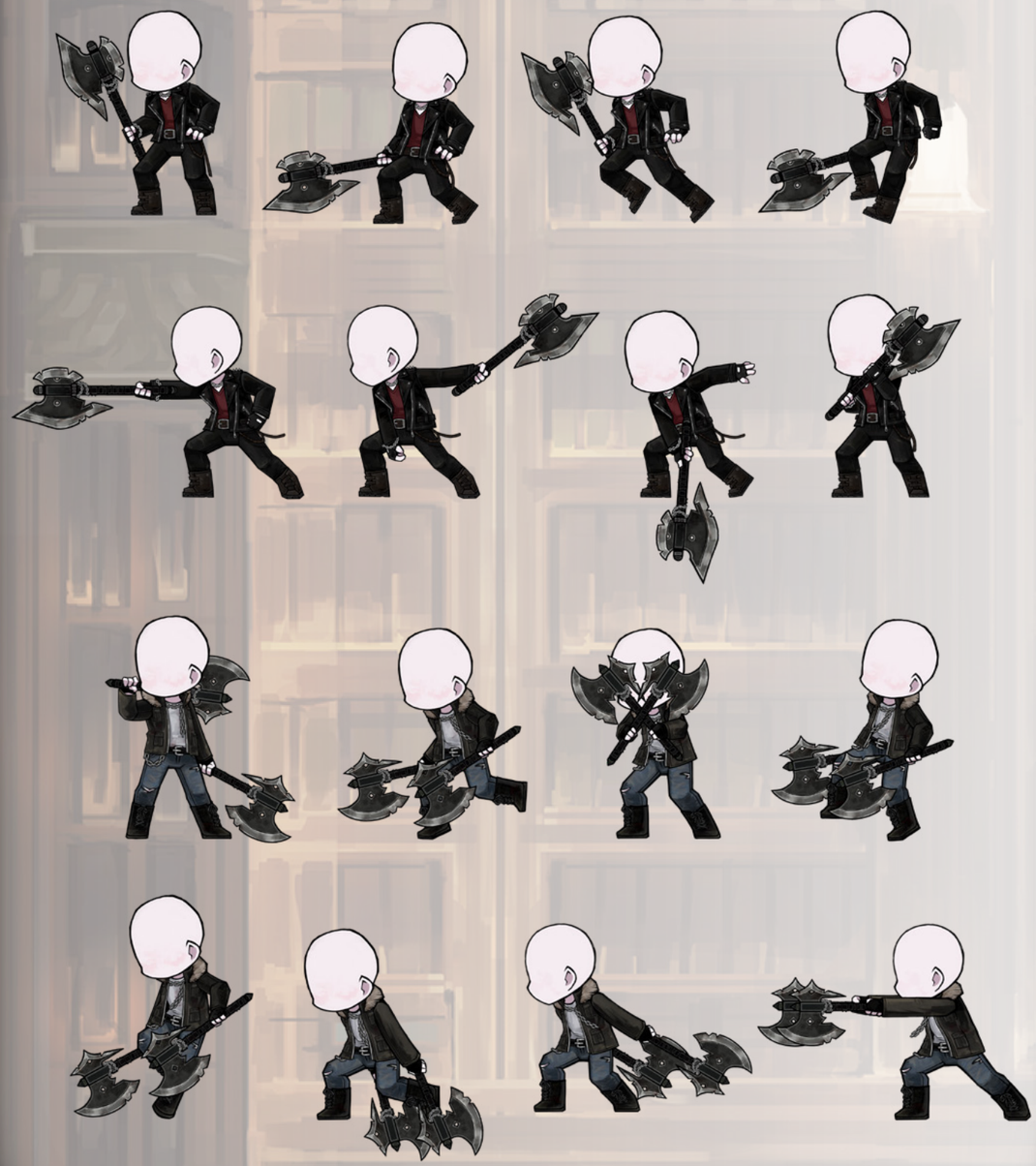


Mika

Rain

Axe Gang

Axe Gang Members



Grade 8 Fixers

Grade 8 Fixers

Grade 7 Fixers

Grade 7 Fixers

Urban Plague

‘He says I don't have a disease.’

- “Hospital”

Kurokumo Clan

The Musicians of Bremen

Wedge Office

Love Town

The Carnival

Full-Stop Office

Dawn Office

Gaze Office

Urban Plague

‘He says I don't have a disease.’
– “Hospital”

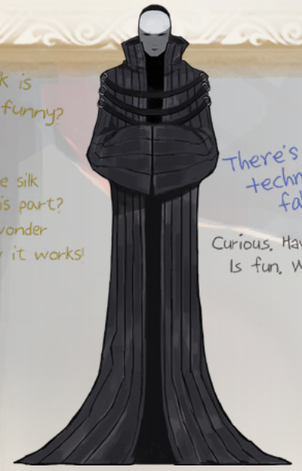
The Carnival

One of the most important things for a Fixer is their clothing. The outfits have different characteristics depending on the material, so it is up to the individual to choose what suits them the most. Those who produce and provide the fabric are called 'Tailors'.
The Carnival is considered to be high class among Tailors. Even though the patent for the technology of making silk out of what you consume has long expired, the Carnival has earned its renown above many other competitors because of their ability to identify the target that would make the type of silk the client needs.

Alpha 알파
VA Kim Bona (김보나)

Age	???
Gender	???
Height	196cm (~6'5")
Birthday	???
Personality Traits	Balanced · Generous Composed
Occupation	Tailor
Hobbies	Eating
Specialties	Making fabric with lovely colors
Likes	Clean and Stiff Fabric
Dislikes	Ink · Blood · That which stains fabric

LJH I was asked by the director to make their poses grotesque and bug-like. It was funny seeing "Scuttle Scuttle…" written in the design document.



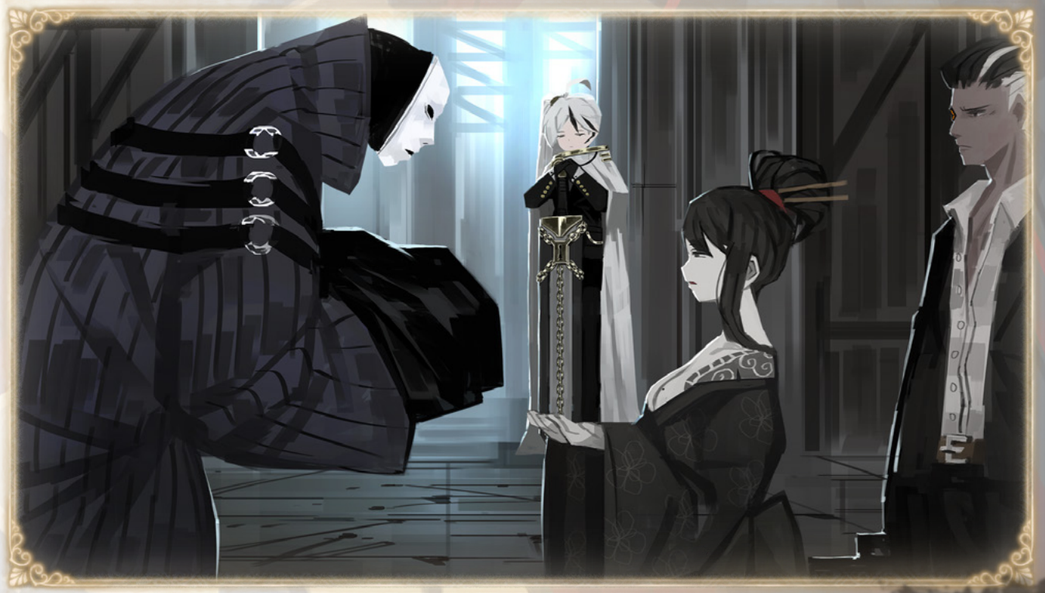
Beta 베타
VA Kim Yeonwoo (김연우)

Age	???
Gender	???
Height	196cm (~6'5")
Birthday	???
Personality Traits	Querulous · Curious Innocent
Occupation	Tailor
Hobbies	Making a cat's cradle out of leftover string (But it snaps before long.)
Specialties	Spinning thread after eating as much prey as possible
Likes	Good Tastes
Dislikes	Lacking Tastes · Bad Tastes

LYM One of the programmers took a look at the artwork where the Carnival is running and said it looks just like the Art Director leaving the office, which got the whole studio bursting with laughter.

Gamma 감마
VA Shim Kyu-hyuck (심규혁)

Age	???
Gender	???
Height	196cm (~6'5")
Birthday	???
Personality Traits	Hospitable · Worrisome Meticulous
Occupation	Tailor
Hobbies	Making patterned fabric
Specialties	Neatly cutting fabric
Likes	Smooth and Thin Threads
Dislikes	Snagged Threads



Developer's Notes

KJY I was in charge of directing the majority of the voiceovers for the story, however, there was just one day when I couldn't participate. That happened to be the day when the Carnival's lines were recorded. Completely clueless about how the recording had gone, I heard the lines for the first time when they were implemented in the game, and it was so hard to hold back my laughter in the office. The characters are just oozing with charm…

CTH It was the first episode to be added after the Early Access release. It features pages that manipulate the opponent's hand, but I don't think it worked well with this game since many bosses following fixed patterns were featured afterward.

KJH Their unusual speech pattern alongside the voice actors' delivery made for memorable guests. Before their manner of speech was set, we thought a lot about how their characteristics should be expressed. And I remember visiting a custom suit store to learn more about the concept of tailoring.

The Carnival

The Carnival

Key Page Ver.

Full-Stop Office

It's an Office specialized in carrying out assassination requests, mostly with guns. Oh, not all of the Fixers have their fingers on the trigger constantly; there's one guy who engages in melee combat utilizing his speed. If you ask why… it's probably the tax on bullets. Usually, bullets are too expensive for an ordinary Office to afford to waste, so they have to make it count. It's crucial to aim carefully and neutralize the target in one shot. You shouldn't expect the bullets to even graze a big-name Fixer, though.

Why use guns despite the downsides, you ask? 'Cause, it's still pretty useful in the right circumstances. I mean, how many people out there can dodge a bullet fired out of nowhere?

Liwei 리웨이

VA Lee Chang-min (이창민)

Age	31 Years
Gender	Male
Height	176cm (~5'9")
Birthday	September 18th
Personality Traits	Meticulous · Efficient · Sharp
Grade	Grade 4 Fixer
Hobbies	Darts
Specialties	Aiming for weak spots
Likes	Caffè Latte · Rusk
Dislikes	Sour Food

Tamaki 타마키

VA Chung Yu-joung (정유정)

Age	26 Years
Gender	Female
Height	144cm (~4'9")
Birthday	May 31st
Personality Traits	Straightforward · Reserved Attentive
Grade	Grade 6 Fixer
Hobbies	Weapon Maintenance
Specialties	Accuracy
Likes	Ice · Espresso
Dislikes	Hot Food

Stephan 스테판

VA Kim Minju (김민주)

Age	25 Years
Gender	Male
Height	171cm (~5'7")
Birthday	July 1st
Personality Traits	Sensitive · Negative · Cautious
Grade	Grade 5 Fixer
Hobbies	Checking his bank account
Specialties	Physical Labor
Likes	Sports Drinks · Hard Candies
Dislikes	Dangerous Jobs

KJH The episode was first revealed at AGF 2019, an otaku culture convention. The current script is different from what was shown at AGF. In fact, we had adjusted the scenario and character lines prior to the convention, but the previous version got into the demo build by accident.

LJH They're memorable to me since they were the first guests I received at the AGF 2019 booth before I joined the studio. When the artstyle changed to the current iteration, I was very much looking forward to seeing the Full-Stop Office characters in the new chibi style, but I didn't think I'd end up being the one to draw them.

KJY I think these are the first characters I saw before I joined this project, beating out even Roland and Angela. They were the only ones I could look at and go "Oh hey, I know these faces!" Seeing them when I was reading the scenario was a pleasant encounter. As a side note, Argalia's pen was a silver fountain pen in my head.

LYM Stephan had a charming character that made it easy to come up with ideas for directing his design concepts and page art. On the contrary, Liwei was a regularly cool guy, so forming ideas was quite tricky for him.

JHR The symbol was made in a hurry when it was decided that they were to be featured in the AGF demo. The setting for Full-Stop Office did exist already, but I struggled with making a punctuation mark and a bullet hole into something that looks like a "symbol". That's when I was reminded of the stencil typography you'd often see in the army. I figured that I could make a fairly convincing design by combining the aesthetics of guns and military facilities. When I first started designing it, I was annoyed with the lack of ideas, but in retrospect, it's one of my favorite symbols; it's also the only one that has unadulterated hangul.

Full-Stop Office

Liwei

Tamaki

Stephan

Dawn Office

An Office established by Salvador, the Fixer who used to be a hotshot in his youth but has gone a few steps down since. If I had to point out its features··· I guess it's the antique furniture and the scent of ssanghwa-cha making the mood of the Office? It's decked out in that old man's liking to a T.
You'd think the Office would struggle to handle requests because of its smaller staff size, but it's made up of a few Fixers with pretty high grades, so I hear they have no problem dealing with Urban Legend-level requests. Alas, there's only so much a small number of Fixers can do, so it seems they don't really get large-scale jobs often. Urban Legend requests pay a good amount, but I suppose it's not that much when you take the monthly rent of a Nest into consideration. Still, they seem to be working in harmony, sorta like a family.

Salvador 살바도르
VA Lee In-seok (이인석)

Age	54 Years
Gender	Male
Height	180cm (~5'11")
Birthday	September 12th
Personality Traits	Rational · Serene · Genial
Grade	Grade 3 Fixer
Hobbies	Short sessions of knitting during a break
Specialties	Great Discernment
Likes	Ssanghwa-cha · Jazz Music
Dislikes	Noise

KJH Salvador is fostering the younger generation after living a dramatic life as a Fixer in his youth. I think the story of his life could make for an interesting tale on its own.

Yuna 유나
VA Mun Yu-jeong (문유정)

Age	34 Years
Gender	Female
Height	178cm (~5'10")
Birthday	November 10th
Personality Traits	Easygoing · Enterprising Tender-hearted
Grade	Grade 4 Fixer
Hobbies	Going out for a walk at a nearby park · Mahjong
Specialties	Good Grip Strength · Stamina
Likes	Milk Tea · Coffee
Dislikes	Repetitive Work

LJH I was curious about Yuna's weapon when I was working on her chibi sprites, so the director came in and gave me a detailed expression using a tablet. He drew a sketch of giant blades flying out of her cello case, which made me laugh because of how simple it was··· It's a pity I can't share that drawing with you.

Philip 필립
VA Kim Minju (김민주)

Age	24 Years
Gender	Male
Height	175cm (~5'9")
Birthday	April 30th
Personality Traits	Pessimistic · Diffident · Gentle
Grade	Grade 5 Fixer
Hobbies	Listening to music
Specialties	Good on the Uptake Brewing Ssanghwa-cha
Likes	Chamomile Tea
Dislikes	Rodents · Large Birds

KJY Dawn Office··· It's the beginning of the first main storyline that I was put in charge of since joining Project Moon. Of course, the general framework for Philip's plot was already there. I wanted to write a fun story out of good characters and materials, but I see many things that could've been done better when I look back. Though it still doesn't change the fact that I adore this Office.

KES I enjoy ssanghwa-cha a lot. My heart got filled with joy and excitement when a gift of ssanghwa-cha arrived at HamHamPangPang one day. Sipping the tasty ssanghwa-cha like zoop~ zoop~ I drank it all on behalf of Salvador :) Thank you, Salvador~ And thank you to the people who had the generosity to give us those presents. I bow to you.

Dawn Office

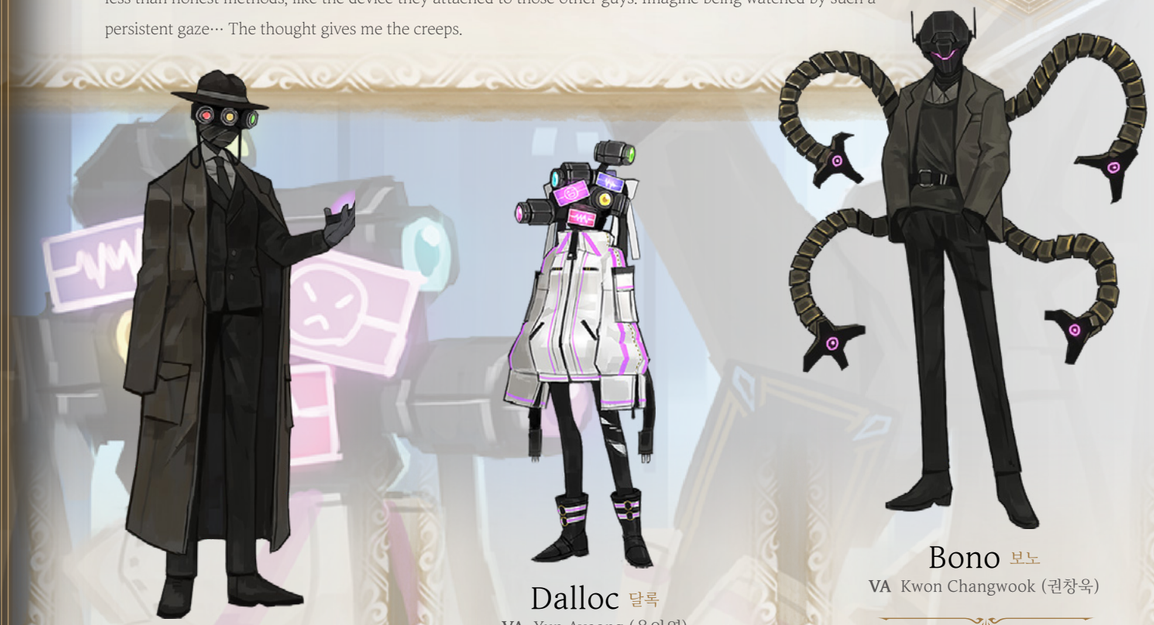
Salvador

Yuna

Philip

Gaze Office

It is true that Gaze Office specializes in collecting intel··· but it's not exactly the official kind of gathering and compiling bits of info, like what the Seven Association does. The Office's work is to carry out investigations in the field and hand the deets over to the client. And being unofficial means they have more liberty to pull less than honest methods, like the device they attached to those other guys. Imagine being watched by such a persistent gaze··· The thought gives me the creeps.



Alloc 알록

VA Kwon Seong-hyeok (권성혁)

Age	???
Gender	???
Height	188cm (~6'2")
Birthday	December 12th
Personality Traits	Blunt · Improvisational Opportunistic
Grade	Grade 4 Fixer
Hobbies	Nothing in particular
Specialties	Seizing opportunities for a quick attack
Likes	Honor
Dislikes	Overcharges · Overloads

Dalloc 달록

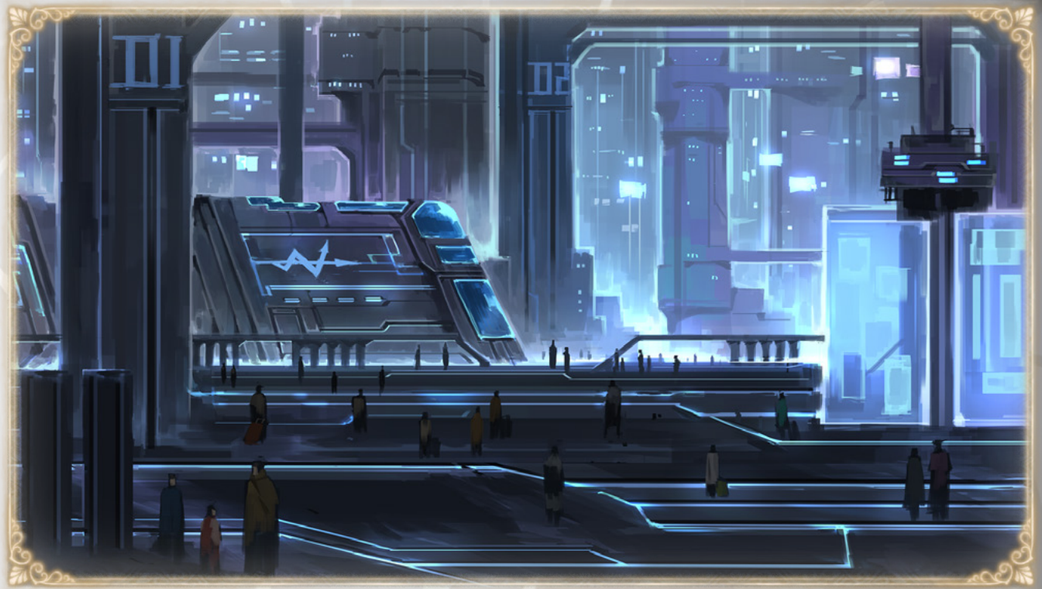
VA Yun Ayeong (윤아영)

Age	???
Gender	???
Height	150cm (~4'11")
Birthday	July 3rd
Personality Traits	Insensitive · Cold-hearted Inattentive
Grade	Grade 5 Fixer
Hobbies	Shutting down for a nap while charging up
Specialties	Swift Defense
Likes	Wide Sleeves Bright and Comfortable Outfits
Dislikes	Electrical Discharge

Bono 보노

VA Kwon Changwook (권창욱)

Age	???
Gender	???
Height	180cm (~5'11")
Birthday	October 25th
Personality Traits	Overly Talkative · Realistic Faithless
Grade	Grade 5 Fixer
Hobbies	Looking for new prosthetic bodies
Specialties	Strong Individual Attacks
Likes	Clear Answers Unconcerning Things
Dislikes	Dangerous and Uncertain Jobs



SYJ Looking at the name immediately made me think of the rainbow Bonobono meme. Surprisingly enough, I heard that was not the intention.

KJY I saw the Gaze Office as fellows who don't get along well. When I wrote the script, the general idea I had was that, while they're talented as individuals, they're totally out of sync when they work together, and Alloc is there to hold the two together and lead them.

LJH When I was working on the chibi sprites for Gaze Office, Alloc's weapon still hadn't been decided. The design notes I received said that the weapon was going to be a stick resembling an oboe in shape, but I mistakenly drew an actual oboe, which got the director flustered. Nevertheless, it was approved and put in the game, and Alloc's attacks were accompanied by the instrument's sounds.

KJH A chromatic group of guests. Having to decide on weapons and attacks for Alloc and Dalloc due to the game's structure of receiving guests through combat was difficult.

LYM To go with Alloc's weapon, I made the SFX to produce an electronic sound resembling the woodwind. The sound was pleasing to my ears during the making of it, and it felt great to see the positive reaction from players.

Gaze Office

Alloc

Dalloc

Bono

The Kurokumo Clan

A subsidiary to the Thumb, the Kurokumo Clan is a rather large Syndicate. Its members are known for their clothes of achromatic colors and irezumi with a notable black cloud pattern. I wonder if they expose their skin to show off their augmentation tattoos or to make a display of confidence in their own strength··· The rather casual-looking apparel and the katana that seems menacingly sharp are another two features that establish the identity of the Kurokumo Clan.

As is the case with all large Syndicates, the Kurokumo Clan occupies the territories of a fallen Nest and collects protection fees from its residents under the pretext of ensuring their safety in a dangerous area. Needless to say, the fee is absurdly high. Still, you will be able to live in safety until you run out of money. It's not recommended to let them know that you're wealthier than others, though; they are most certainly going to charge a higher fee.

Sayo 사요

VA Mun Yu-jeong (문유정)

Age	35 Years
Gender	Female
Height	163cm (~5'4")
Birthday	March 1st
Personality Traits	Refined · Short-tempered Relaxed
Hobbies	Taxidermy
Specialties	Sharpening Hairpins
Likes	Clear and sharp swords that can reflect her face
Dislikes	Having her hair rumpled · Heat

Gin 긴

VA Kwon Changwook (권창욱)

Age	31 Years
Gender	Male
Height	191cm (~6'3")
Birthday	September 5th
Personality Traits	Loyal · Systematic · Stolid
Hobbies	Occasionally having a round of sake with Sayo and Yang
Specialties	Swift and Precise Movement
Likes	Heated Sake with a Lightly Smoked Fugu Fin (ひれ酒)
Dislikes	The Cold

Yang 양

VA Hwang Chang-yung (황창영)

Age	32 Years
Gender	Male
Height	179cm (~5'10")
Birthday	October 31st
Personality Traits	Ruthless · Proud · Cunning
Hobbies	Collecting tokkuri with pretty designs
Specialties	Short-term Concentration
Likes	Baths · Cold Sake
Dislikes	Uncomfortable Clothing

JHR The name being "Dark Cloud Clan" meant that the symbol wasn't going to have any color other than black, so it became the first symbol in the game to have opacity since I didn't want it to be too drab. The symbol was liked by more people than I expected, and it's one of my personal favorites as well. Also, aside from the symbol, I was very fond of Sayo's voice. I think the discrepancy between her soft tone and the harsh language she uses added a layer of depth to the character.

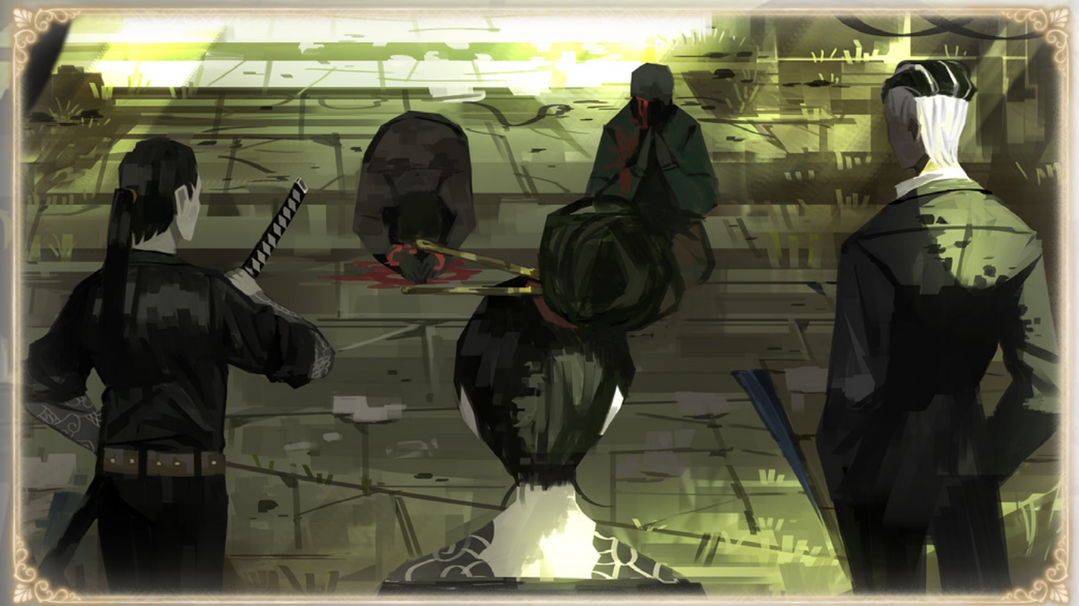
LYM Making the katana SFX for this group was quite challenging. I'm satisfied with the clean and clear slashing sound that came out as a result.

KJH The Syndicate didn't get to demonstrate its strength much for how frequently they appeared. Because of its size, it was destined to take on the role of the so-called jobber.

LJH When working on the visual effects, I wanted to illustrate the feeling of dark clouds in traditional art. I felt proud when I got compliments from the staff that the effects were pretty.

KJY I'm reminded of an illustration that didn't make it in the game. It showed the Kurokumo Clan trio looking down at someone, but it wasn't included in order to reinforce the fact that they're the kind of people who kneel before those who are stronger. It's like a visual representation of what Tanya said to Gebura? It was a bit of a shame to miss out on the three's confident faces, but I'm glad to be able to show it in the last chapter of the artbook!

Kurokumo Clan



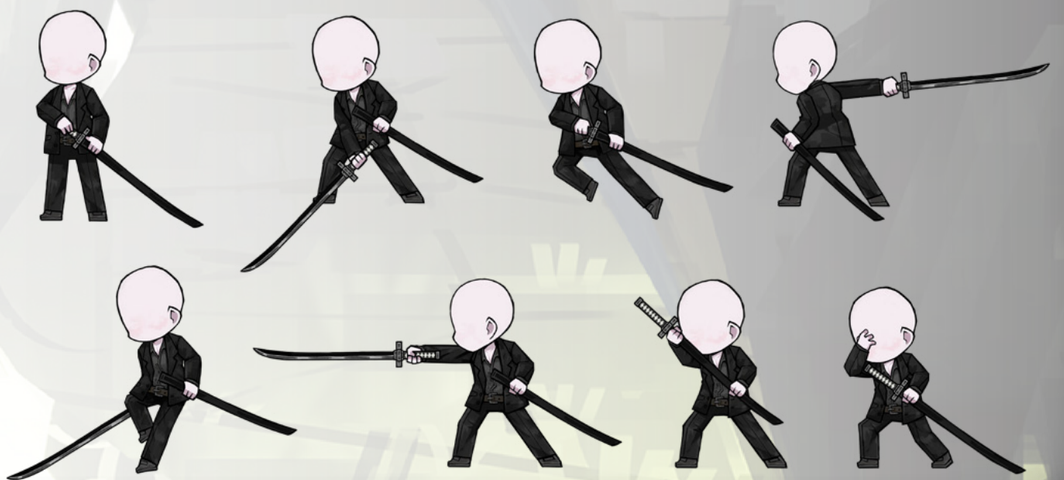
Kurokumo Clan

Sayo

Yang

Gin

Kurokumo Henchmen



The Musicians of Bremen

Following the incident that occurred in the Backstreets of District 9, known as the streets of music… those who were deeply touched by the Pianist's performance formed this Syndicate. They aspire to recreate a fraction of that music. It appears that they feel melodies are the most beautiful when they are created by harming others, not unlike the morbid pianism of the Distortion that inspired them. The Musicians of Bremen have thrown the already disturbed area into further turmoil… I imagine that the residents of the Backstreets of District 9 are living each day in terror.

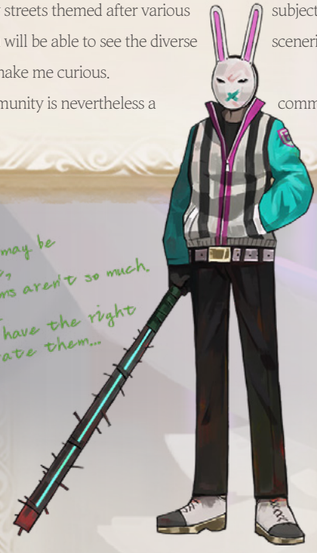
On a side note, it is said that you can find many streets themed after various subjects in this City: music, flavor—you name it. If you wander through the City, you will be able to see the diverse sceneries yourself. Each street has its own ambiance, people, and culture… It does make me curious.

Even if there are some cruel individuals, a community is nevertheless a community.

Meow 미야오

VA Kim Yeonwoo (김연우)

Age	41 Years
Gender	Female
Height	155cm (~5'1")
Birthday	April 14th
Personality Traits	Self-centered · Dissolute Shepherding
Hobbies	Looking for new instruments
Specialties	Perfect Pitch
Likes	Beautiful Melodies · Soft Food
Dislikes	Hot Food



MuMu 무무

VA Park Ju-Kwang (박주광)

Age	33 Years
Gender	Male
Height	171cm (~5'7")
Birthday	May 29th
Personality Traits	Reckless · Naughty · Cooperative
Hobbies	Shopping for clothes
Specialties	Playing to the other performers' beats
Likes	Bassy Sounds
Dislikes	Ear-piercing Noises Sounds that don't go together

Oink 오잉크

VA Sim Seung-han (심승한)

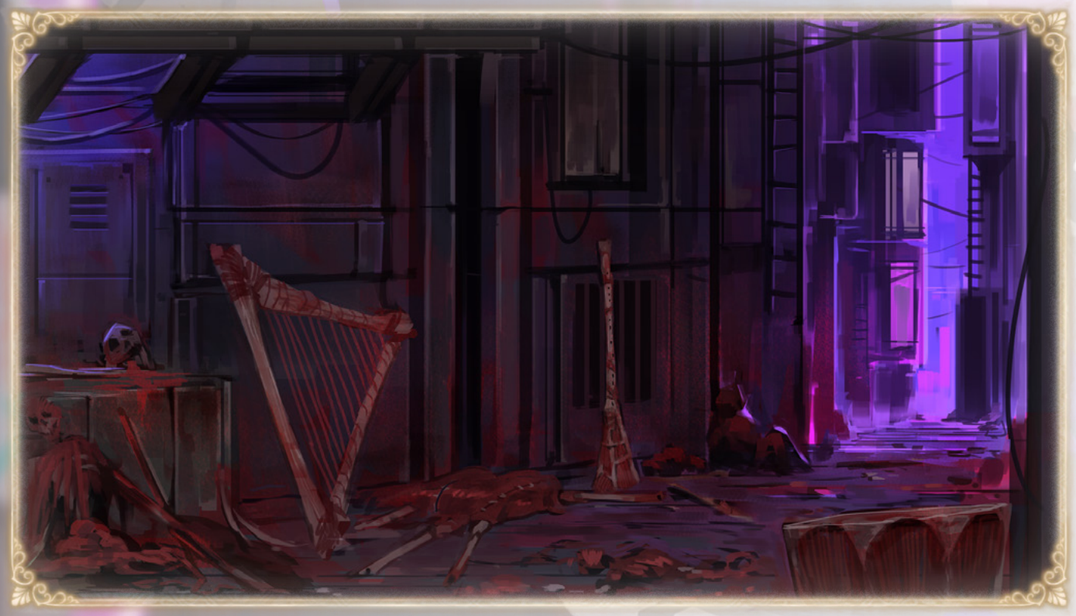
Age	44 Years
Gender	Male
Height	177cm (~5'10")
Birthday	January 20th
Personality Traits	Village Idiot · Lost his patience Manners-deficient
Hobbies	Practicing parts he's lacking in
Specialties	Using force to destroy obstacles
Likes	Meat · Loud noises produced by breaking things
Dislikes	Hunger · Silence Soft Sounds · Whispers

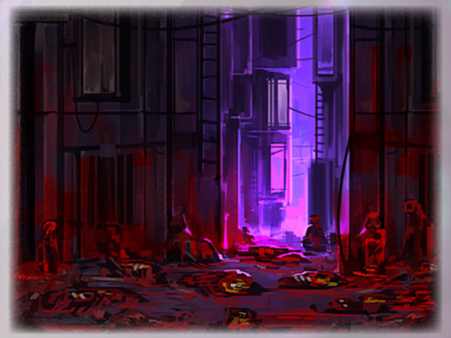
KJH During a visit to an art gallery in the past, there was an exhibition where objects were broken on the spot and the sound was expressed as music. Seeing that, I thought that perhaps there are various forms of music you can think of as beautiful, depending on the perspective.

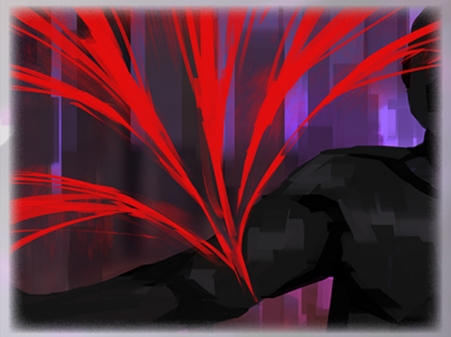
KDH After it was confirmed that I'd be joining the studio, I bought and played Lobotomy Corporation and Library Of Ruina to figure out the games' worldbuilding. Then I got to the scene where Oink attacks Angela, which was exceedingly shocking and upsetting. I remember attacking Oink with everything I got as soon as the battle started.

KES The fairy tale I read as a kid was the first thing that came to mind when I heard the name "The Musicians of Bremen", but as of 2020, it gets me thinking about LOR. :)

KJY Of all the unique characters in the Musicians of Bremen, I think Oink was my favorite. Imagine how impressive the Pianist's performance must have been that an Association employee who'd barely touched an instrument in his life decided to resign and start a career in music. His attire is also classy unlike the other two.







Meow

Oink

MuMu

Wedge Office

Although it is a combat-oriented Office, most clients that call on it make requests that demand an excellent degree of situational assessment. They're most likely looking for personnel capable of handling the job with minimal effort and maximum certainty. Wedge Office prefers a method of targeting the enemy's weak point and piercing the exact spot.

Every Office has its strengths and weaknesses, and Wedge Office is no exception; sometimes, the request they take is too difficult to be dealt with alone. Confronting several hostile targets at once would be one example. In such cases, they might ask Offices specialized in the related fields for support. It would seem that the Office has their closest connection with Dawn Office, which has expertise in actual combat. It also helps that there's a tight bond between Salvador and Oscar.

Oscar 오스카

VA Sim Seung-han (심승한)

Age	53 Years
Gender	Male
Height	186cm (~6'1")
Birthday	February 29th
Personality Traits	Just · Decent · Honest
Grade	Grade 3 Fixer
Hobbies	Seeking newsworthy topics
Specialties	Quick Judgement Finding the best course of action
Likes	Tea with a Good Scent
Dislikes	Clothes of Intense Colors Headache-inducing Music

Pameli 파멜리

VA Kim Yeonwoo (김연우)

Age	29 Years
Gender	Female
Height	140cm (~4'7")
Birthday	May 9th
Personality Traits	Easily Bored · Clever · Certain
Grade	Grade 4 Fixer
Hobbies	Changes regularly
Specialties	Prompt Action Unhesitating and Bold Acts
Likes	A Healthy Diet · Water Celery
Dislikes	Sweet Food

Pamela 파멜라

VA Kim Haru (김하루)

Age	26 Years
Gender	Female
Height	140cm (~4'7")
Birthday	November 13th
Personality Traits	Frigid · Stern · Humble
Grade	Grade 4 Fixer
Hobbies	Clipping interesting news articles
Specialties	Organizing Information Memorization
Likes	Cheesecake · Herbal Tea
Dislikes	Water Celery

KES Ssanghwa-cha is all I can remember. I wonder why…

SYJ A sleek silhouette accompanied by a disproportionately large spear, along with a fancy hat and eyepatch! Oscar is truly one cool character.

KJH It was rather difficult to decide on the concept for the trail effect. We were hesitant about putting colors into the effect because it's just a spear being swung with great force.

KJY Salvador and Oscar met by chance a long time ago during an Urban Nightmare-class request. Salvador praised Oscar's composure and Oscar recognized Salvador's discernment, and from there, their friendship was forged. Moreover, they worked great together. This is all from a time when they were much younger!

Oscar

Pameli

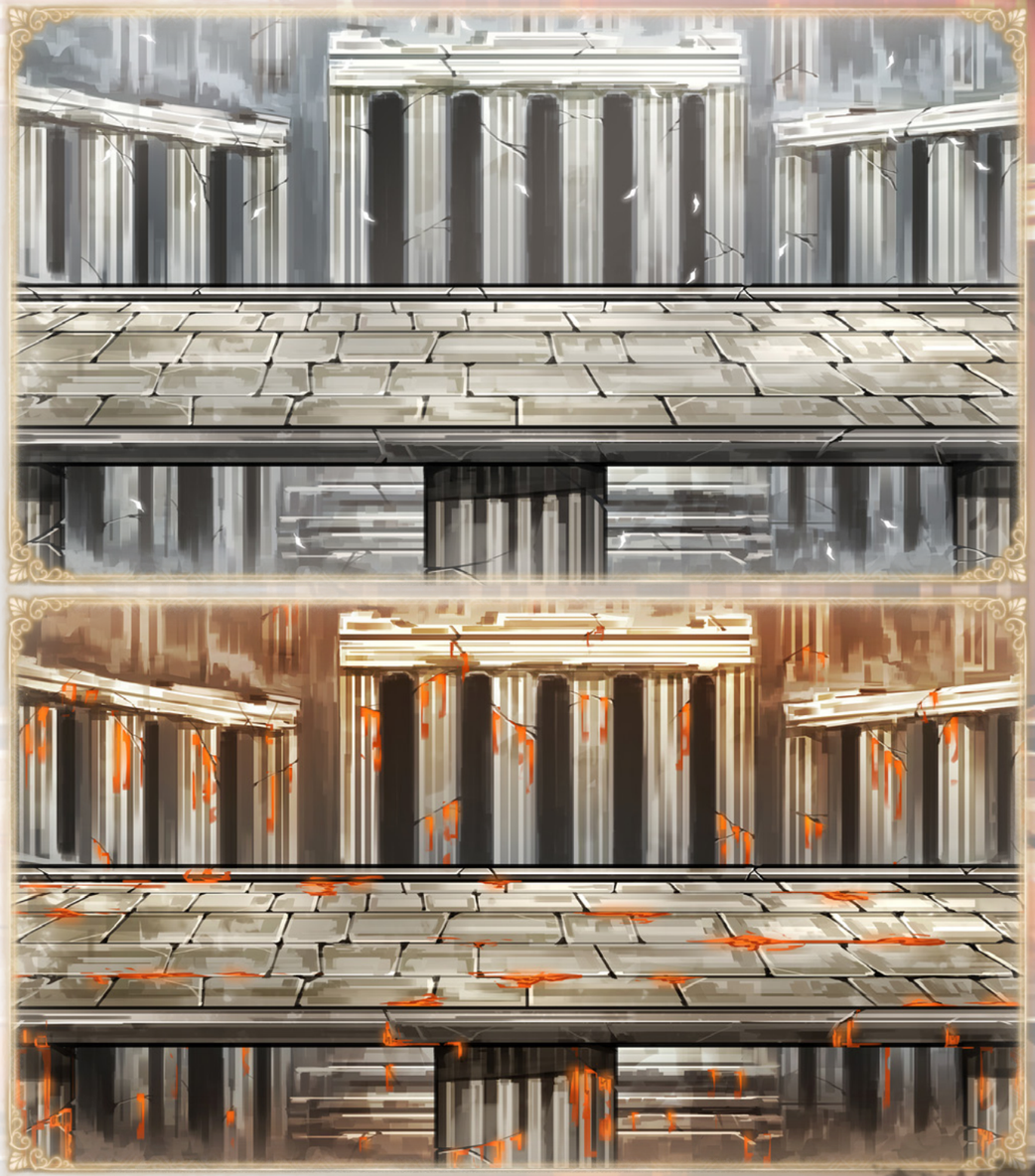
Pamela

Philip 필립

VA Kim Minju (김민주)

Age	24 Years
Gender	Male
Height	175cm (~5'9")
Birthday	April 30th
Personality Traits	Uncertain · Knows to be grateful Repressed
Grade	Grade 5 Fixer
Hobbies	???
Specialties	???
Likes	???
Dislikes	???

...
No one's going to cry on my behalf
even if I'm sad.



LYM

I like Philip's pose where he's pointing his sword ahead of him. The way he looks like he's steeling his determination is cool to me.

CTH

Being the second boss fight we made, there weren't many points of reference, and trying to implement a final attack of sorts had Philip using a page stronger than Greater Split: Vertical.

KJH

We needed the imagery and presentation of a protagonist having a moment of awakening; it was a time to try out various effects and such. The motif of the background is a Greek temple.

KJY

Through Philip's story, we wanted to convey the message that not everyone can conquer their suffering flawlessly. The E.G.O wasn't fully realized, either; I thought of it as him engaging in a constant balancing act, trying not to fall into the Distortion. Sadness can strike again at any time, and you can never be sure that you'll overcome it.

Love Town

This is perhaps the smallest and merriest village in the world. After being cooped up in the WARP train for so long, the passengers decided to establish this small town after due consideration in order to protect one another. Alas, it's not all sunshine and roses. Outwardly, their appearances are nothing short of horrifying. I cannot fully understand the sentiments that led to this decision. However··· what others think of them is probably irrelevant. You never know how you would act until you've been put in their shoes.

Merry 메어리

VA Kim Bona (김보나)

Age	22 Years
Gender	Female
Height	160cm (~5'3")
Birthday	December 5th
Personality Traits	Selfless · Rather Weak-willed Innocent
Occupation	Average Salarywoman
Hobbies	Brewing tea from hand-picked leaves Watching horror movies
Specialties	Cooking side dishes
Likes	Gypsophila · Flowers with a Mild Scent
Dislikes	Harsh Superiors

Tommy 토미

VA Kim In-hyeong (김인형)

Age	23 Years
Gender	Male
Height	169cm (~5'7")
Birthday	January 9th
Personality Traits	Fainthearted · Attentive · Kind
Occupation	Owner of a Flower Shop
Hobbies	Reading
Specialties	Reading the room
Likes	Darjeeling Tea
Dislikes	Gloomy Atmospheres Being Surprised

CTH This was the first boss battle to be added to the main story. As it is the first battle we made, it's pretty impactful, but the pattern isn't necessarily complicated.

KJH Love Town was one of the most ambitious episodes for me. It was an opportunity to highlight the cruel sacrifices and irony lurking beneath another Wing. I took inspiration from the sci-fi horror films that left a lasting impression during my youth. This was the first episode to have stage changing effects and a song composed by the music group Mili.

I'm sure you don't want to be separated
from your loved ones.
You want to stay with them forever on this trip
that might last an eternity, don't you?

Jae-heon 재헌

VA Park Ju-Kwang (박주광)

Age	35 Years
Gender	Male
Height	187cm (~6'2")
Birthday	June 22nd
Personality Traits	Collected · Quiet · Capable
Occupation	Surgeon
Hobbies	???
Specialties	???
Likes	???
Dislikes	???

LJH I was curious about how the people of Love Town would look before we started working on them; then the director put up an image of Tomerry and circled parts of their body, and requested that we attach their heads and limbs to those segments. When you combine the three townspeople, you can see Tomerry's silhouette.

Then please have faith in us.
We need your agreement.
And you must be prepared to fight them.

Elena 엘레나

VA Yun Ayeong (윤아영)

Age	34 Years
Gender	Female
Height	176cm (~5'9")
Birthday	June 16th
Personality Traits	Optimistic · Altruistic · Emotive
Occupation	Nurse
Hobbies	???
Specialties	???
Likes	???
Dislikes	???

LYM The music playing during the dialogue segment for Love Town was inspired by the soundtrack of the film Event Horizon. I was a fan of the film's atmosphere, so I was looking forward to how the music would turn out. I was happy that the composers at EIM managed to create an empty, eerie piece that fits Love Town well.

SYJ This was the part that captivated me the most when I skimmed through the overall storyline for the first time. Personally, it was unfortunate that Tomerry's design was much cuter than expected.

Tomerry 토머리

VAs Tommy, Merry

Age	Forgot counting after 329,182 days?
Gender	Tomerry!
Height	Tall enough to bump my head on the top of the doorway!
Birthday	Day 113 of our train!
Personality Traits	Nice!
Grade	Protecting Love Town!
Hobbies	Folding squares!
Specialties	Folding triangles!!
Likes	Compliments!
Dislikes	Bad peoples!

I'm Tomerry! From Love Town.

Developer's Notes

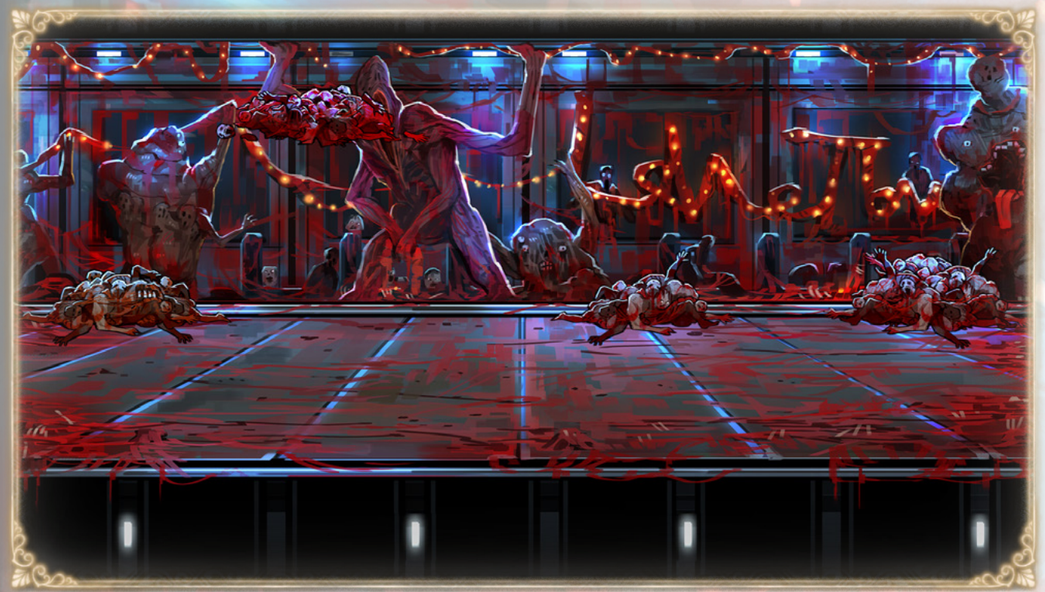
SYJ I liked the background track by Mili so much that it was the only thing I listened to at work for two months. I don't know a lot about love, but I guess this must be it.

LJY I saw this character on an art team staff member's monitor not long after I joined the studio, and my eyes were shaking at the startling sight. On top of that, the part where Tommy's head blows up during the reception··· It was so shocking, I could feel my brain tremble. Maybe it was then that I decided I want to work with this team for a long, long time.

LYM I tried to make the presentation and sound effects that play during Tomerry's battle give off an overwhelming sense of dread and terror. In particular, I put a lot of effort into Merry's scream; it makes me jump when I hear it in game, even though it's my own creation. I played the reception four times in a row to test the difficulty just before shipping the update, and my head was pounding from the struggle and atmosphere of the fight.

LJH Making the chibis for Love Town was quite hard, but fun. Seeing Merry faintly remember Tommy in the second phase gave me such a heartache, too. Although I'm pretty squeamish about gross stuff, I did my best to draw the grossest looking things!

KJH The stage transition was designed with the idea that—because the Library is heavily influenced by the force of the mind—its interior is affected by guests with a strong aura of the Distortion or E.G.O. I like the moments when the background and music return to the Library's normality once Tomerry is defeated.



Love Townspeople

Tomerry

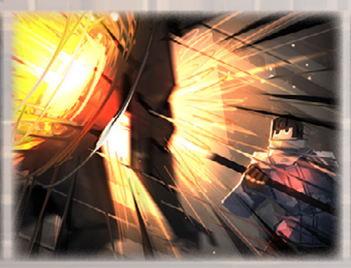
Rusted Chainlinks

Jikan

Rusted Chainlinks

Workshop-affiliated Fixers

Workshop-affiliated Fixers



Jeong's Office

Hanafuda

Jeong's Office Fixers

Urban Nightmare

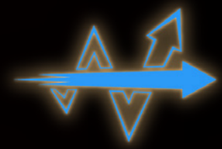
‘The dream has been shattered;
the tower has collapsed.’

– “A Dream Shattered”

Index Proselytes

The Smiling Faces

The Crying Children



WARP Cleanup Crew

Sweepers

Shi Association
South Section 2

The 8 o’Clock Circus

Puppets

Sweepers

It is recommended against being outside from 3:13 to 4:34 AM in the morning in the Backstreets. This time of the night is reserved for those who have been holding in emotions and desires. During these moments, anything is allowed; every gruesome misdeed you might imagine can and will happen. And entities called Sweepers begin activity when this time arrives.

The Sweepers march from one end of a Nest's perimeter to the other, cleaning up everything in their path. They rid the remains left by what happens during the City's night. They're like street cleaners in a sense. By morning, the roads are clean as if nothing happened. However, living humans are not exempt from the sweeping spree. To them, all that is in the way is nothing more than trash to dispose of.

Valerie 발레리

VA Lee Bo-hee (이보희)

Age	???
Gender	???
Height	179cm (~5'10")
Birthday	???
Personality Traits	Diligent · Self-assertive · Kindly
Hobbies	None in particular
Specialties	Persuading Others
Likes	Family
Dislikes	Dirty streets with too much to sweep

Lyla 라일라

VA Lim Yun-seon (임윤선)

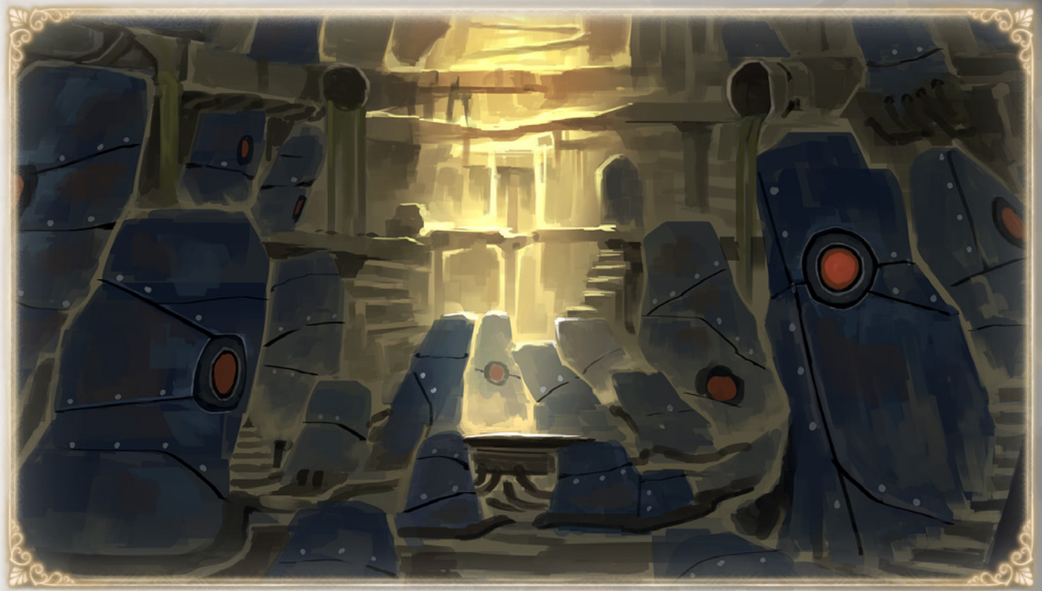
Age	???
Gender	???
Height	195cm (~6'5")
Birthday	???
Personality Traits	Righteous · Brave Inexperienced
Hobbies	None in particular
Specialties	Using force to push ahead
Likes	The Night in the Backstreets Family
Dislikes	Clean streets with nothing to sweep

Anton 안톤

VA Min Seungwoo (민승우)

Age	???
Gender	???
Height	159cm (~5'3")
Birthday	???
Personality Traits	Affectionate · Thoughtfu Calm
Hobbies	None in particular
Specialties	Tenacity
Likes	Family
Dislikes	Arguments between family members

KJH These guests first made their appearance in Lobotomy Corporation. We held a meeting to discuss how to implement their iconic flurry of hooks. Sweepers have consolidated their footing in the City as a natural phenomenon and rule.



SYJ They're familiar faces from LC. I was surprised by how big Lyla was.

KES I remember doing a Spine [skeletal animation] study with the Sweepers while conceptualizing our third work. All I could do was make them flail their arms, though. I wanted to let everyone see the cutie Sweeper. Flap them arms~

KJY I remember seeing a scene in a film where a character uses snippets of various radio broadcasts to convey a message, and thinking to myself that it's fresh and impressive. It was just like Valerie's manner of speech! Valerie's way of speaking feels rather different from the other two. It was the voiceover producer's idea to have them speak like a machine in certain parts. Thanks to that, a unique character was made.

Sweepers

Valerie

Lyla

Anton

Sweepers

Shi Association South Section 2

Those who live near death. The Shi Association is specialized in assassination; they seek to operate with extreme efficiency in order to eliminate the target within a limited time. Since they need to silently take down targets more often than not armed with various Workshop equipment and augment procedures, an eye for weak points and the ability to execute plans promptly would be required.

The guests were most certainly fatigued and cornered when they visited our Library. However, Section 2 was still able to stand and fight; perhaps they believed that their director Yujin would overthrow all that was unjust and reform the organization one day. I expected them to be more cold-hearted and formal than any other Association, but my idea turned out to be untrue… The bond between them was deeper than I thought, and they seemed to trust and rely on each other. Of course, some of them may have been placing their faith in her out of a desperate hope to be freed from their suffering.

Yujin 유진

VA Lee Daeun (이다은)

Age	35 Years
Gender	Female
Height	174cm (~5'9")
Birthday	June 10th
Personality Traits	Workaholic · Contemplative Resolute
Grade	Grade 1 Fixer
Hobbies	Briefly meditating with her eyes closed
Specialties	Trust-building
Likes	Times when everyone can rest
Dislikes	Things she finds unacceptable

Tenma 텐마

VA Kwak Gyumi (곽규미)

Age	26 Years
Gender	Female
Height	147cm (~4'10")
Birthday	July 17th
Personality Traits	Cautious · Quiet · Unchanging
Grade	Grade 4 Fixer
Hobbies	Collecting black furniture
Specialties	Quickness
Likes	Tangerines · Udon with Fries
Dislikes	Oysters

Valentin 발렌틴

VA Chae Jung-woo (채정우)

Age	27 Years
Gender	Male
Height	181cm (~5'11")
Birthday	April 3rd
Personality Traits	Bold · Hotheaded · Loyal
Grade	Grade 4 Fixer
Hobbies	Cooking
Specialties	Powerful Strikes
Likes	Gyudon
Dislikes	Missions being prolonged

CTH When you successfully activate Boundary of Death, you get a damage number that's neatly divided or multiplied to yield 25 or 100, provided that there are no other Power modifiers. I wasn't going for anything specific, but it just happened.

KJH Yujin is my favorite guest in this game. I'm especially attached to her since I made specific orders for designing the effect and visuals of Boundary of Death, as well as the passive abilities for the Shi Association. I often think that it might be fun to create a work centered around Yujin's eventful life. Boundary of Death!

LYM I remember splitting the character 死 multiple times to create the exhilarating effect of Boundary of Death. Like this, and now, Boundary of Death!!

KJY Yujin is a character harboring the ambition to redress the injustice she sees in the system. I think it's admirable that she knows to swallow her anger at the moment and persevere until it's the right time. I guess that's how she could become the respected director she is, right? As a side note, I never got Boundary of Death to work while playtesting… I hope I'm not on her bad side or anything.

JHR The Shi Association's symbol was one of the more experimental ones. First off, I had to add a touch of Eastern aesthetics with ink, and then I had to design a symbol using the fact that the Han Chinese character and number 4 are pronounced the same way. I put quite a lot of effort into this symbol, and it feels great to see it leave a powerful impression on people, combined with the presentation of BoD.

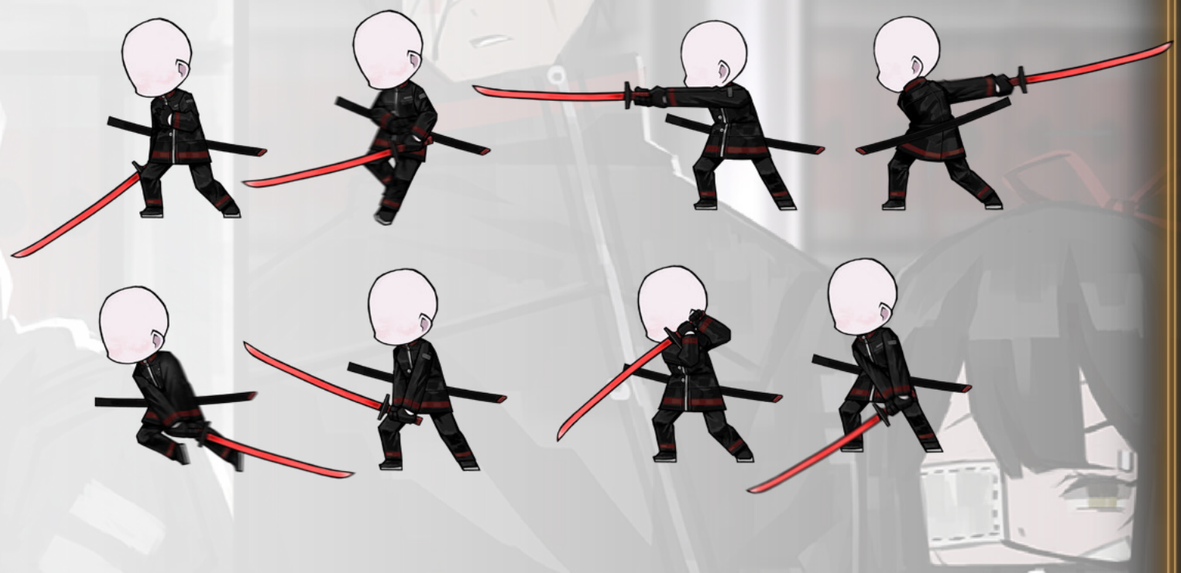
LJY I think Yujin is a director worthy of respect. The burning passion hidden underneath her stoic and rational exterior, and the power to back up that coolness! Yujin, I love everything about you, even when you roll a 1…

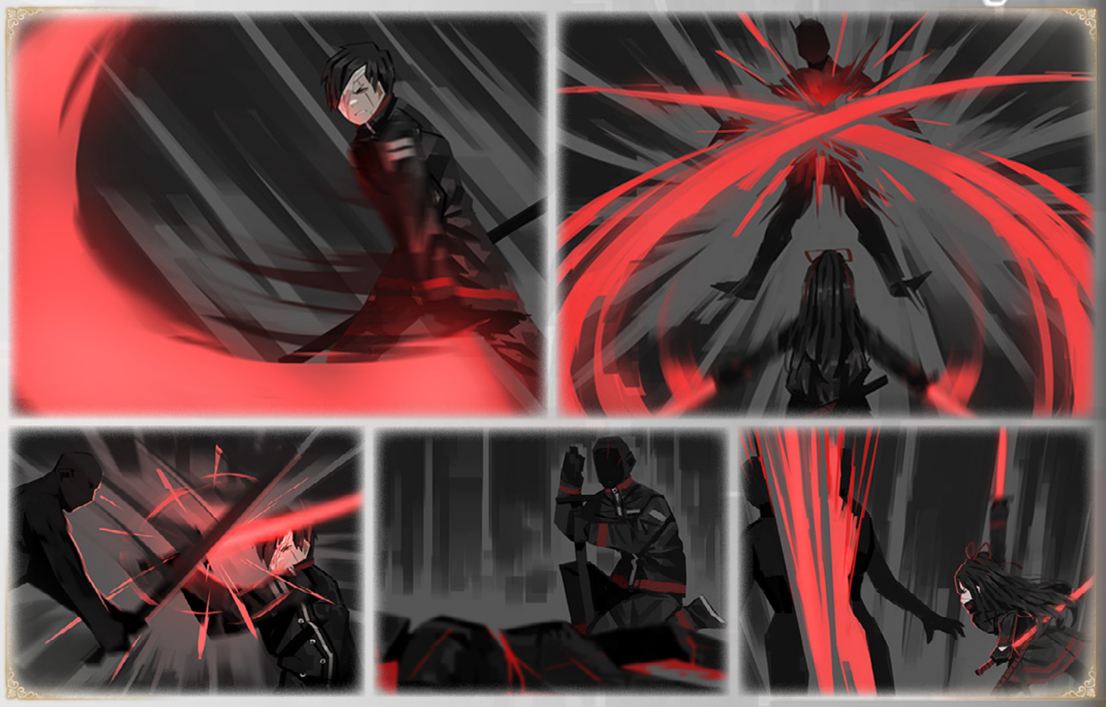
Yujin

Valentin

Tenma

Shi S. Section 2 Fixers





The 8 o'Clock Circus

When the clock strikes 8 in the evening, you might be able to see a clown's performance on air if you tune in to a certain channel. The show is more extravagant and showy than any other TV program, and some people hop from channel to channel in hopes that they'll run into it. The performances take place in a circus tent, which was a relic of the bygone era. Monkeys dressed in pretty clothing, an elephant with a rather long nose, a lion boasting a luxuriant mane, a mermaid singing with a beautiful voice··· Leading the diverse cast of circus members is Oswald, the ringmaster.

Perhaps that circus could be the place to restore your smile, forgotten in the hum of everyday life. I'd like to see a performance myself if I ever get the chance.

Emma 에마

VA Min Seungwoo (민승우)

Age	25 Years
Gender	Male
Height	183cm (~6'0")
Birthday	August 29th
Personality Traits	Courageous · Affable · Innocent
Occupation	Security Surveillance Company
Hobbies	Oil Painting
Specialties	Persuasiveness
Likes	Spending time together with someone · Lemons
Dislikes	Lonely Silence

I've never seen a circus myself,
so I do wonder
what kind of colors
they have to show!

Noah 노아

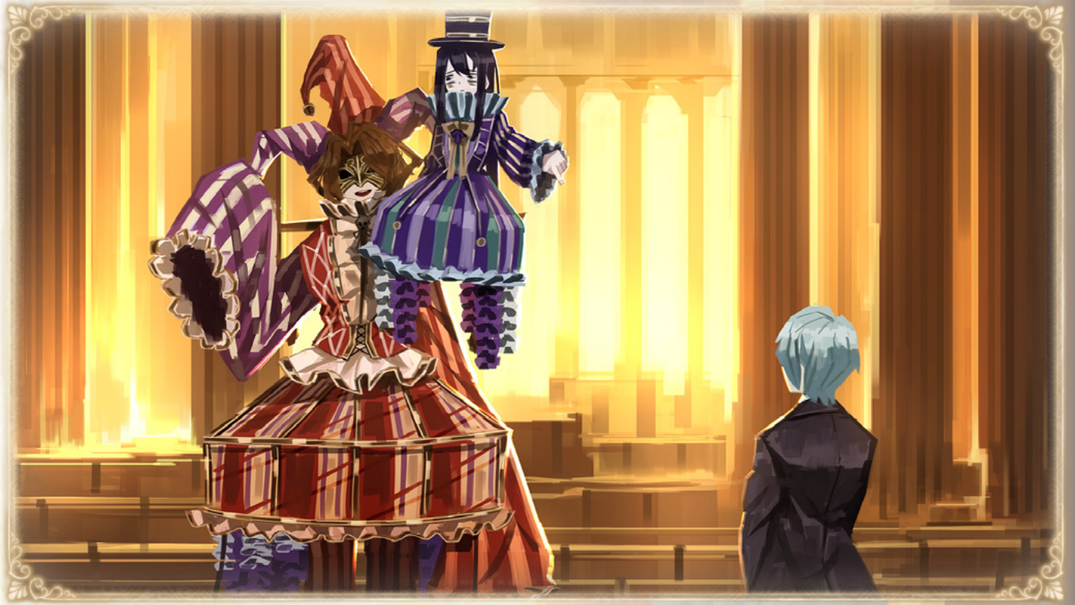
VA Jung Joowon (정주원)

Age	25 Years
Gender	Male
Height	159cm (~5'3")
Birthday	January 26th
Personality Traits	Anxious · Sensitive · Prudent
Occupation	Security Surveillance Company
Hobbies	Yarn Embroidery
Specialties	Observational Skills Long-term Focus
Likes	Days when he can get a lot of sleep · Apples
Dislikes	Contact from the Manager

Oswald 오스왈드

VA Kim Myeong-jun (김명준)

Age	???
Gender	???
Height	196cm (~6'5")
Birthday	December 1st
Personality Traits	Mischievous · Happy-go-lucky · Scatterbrained
Hobbies	Preparing meals for his lovely troupe!
Specialties	Quickly acquiring skills
Likes	Laughter · Fellow Members of the Troupe
Dislikes	Meanie Teary Friends



KJH This episode was done with full rein given to the scenario writer who had newly joined us. They did a good job conceptualizing the designs and settings for the characters. I especially liked how they gave Oswald a unique and charming manner of speech.

SYJ It's my second favorite scenario next to Love Town. I'm partial to Oswald's manner of speech and the nonsensical metaphors he throws around.

KES They're just pictures, but they hurt my heart Q-Q I don't wanna see the circus members Q-Q.

KJY Sadly, Mr. Lion has no teeth; you can safely get into his warm belly because he swallows things without chewing. He has formidable jaw strength, though, so he could crush you if he wanted. That's how he got Pameli from the Wedge Office. Whether the lion's "teeth" look sharp or round depends on your personality and ideals!

The 8 o'Clock Circus

Noah & Emma 노아&에마

VA Jung Joowon & Min Seungwoo
(정주원, 민승우)

Age	???
Gender	Males
Height	220cm (~7'3")
Birthday	???
Personality Traits	???
Occupation	Circus Performers
Hobbies	???
Specialties	Cooperation
Likes	???
Dislikes	???

Have you lost your smile?
Don't you worry!
That smile will find its way back
to you soon.

KJH I was worried that they might be perceived as too similar to Tomerry in concept. Thus, we held a meeting to express their unification in a more roundabout manner, rather than in appearance.

KJY In the initial concept, the story was about a person who stole eyes from others in the hopes of seeing more things and lost their legs as punishment, alongside a giant who couldn't see. Their names and personalities were quite different from what we have now. I brought the story of a fairy tale I've always wanted to elaborate on, tweaked it to fit the game's narrative, and eventually created Noah and Emma.

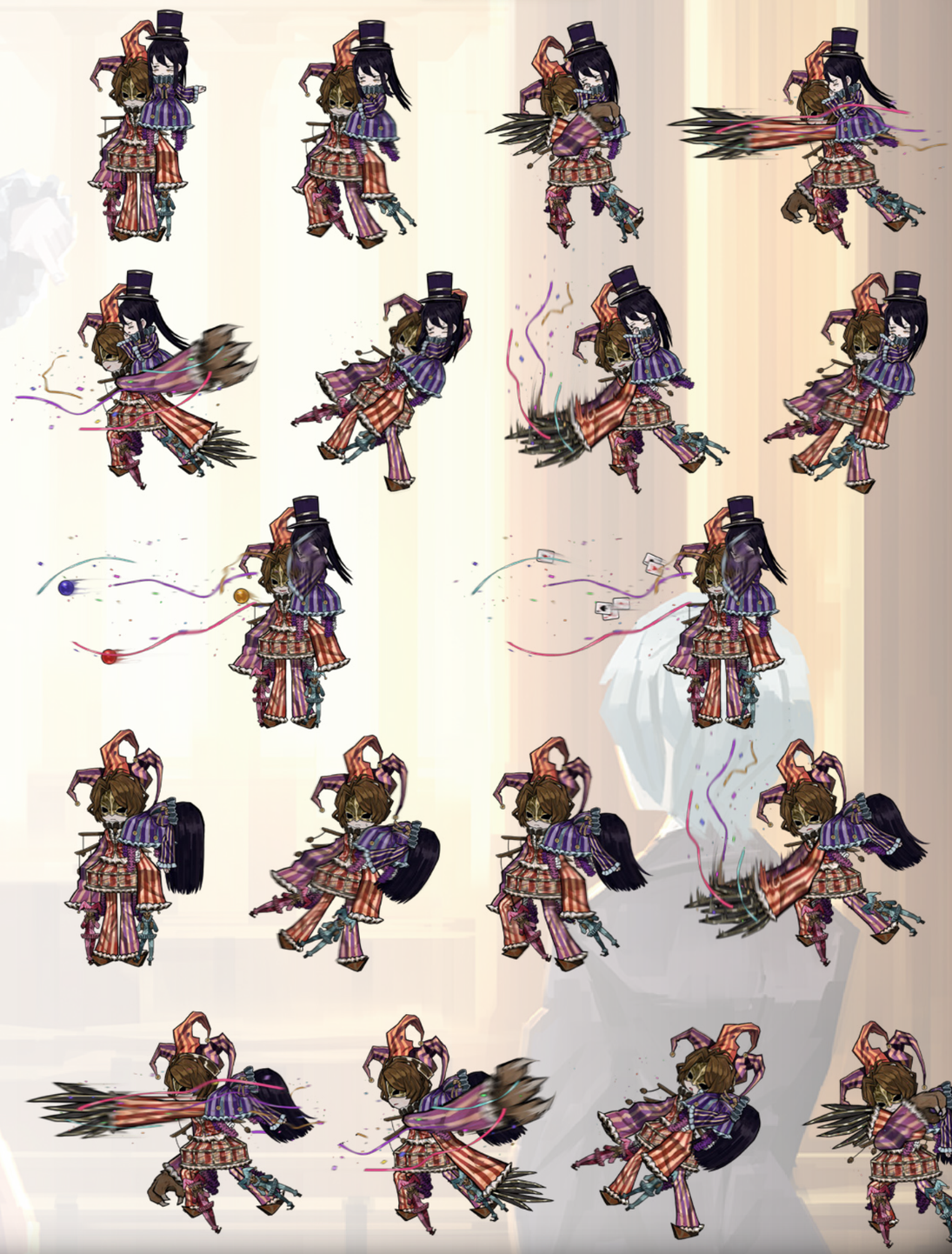
LJH Noah and Emma were the most elaborated characters that I've worked on chibi sprites for. Glittering metal, colorful patterns on the clothes, all the fancy decorations… It was a pain to draw them, but I had fun with it nonetheless. Here's a funny story: I couldn't see Noah's hair from behind too well in the illustration where he's become a circus member, and mistakenly thought his hair was let down when I worked on his sprites, but later learned that I was wrong when I saw the card art. It has since been fixed, but I guess I must've been too afraid to ask for a simple confirmation at the time…

Noah & Emma

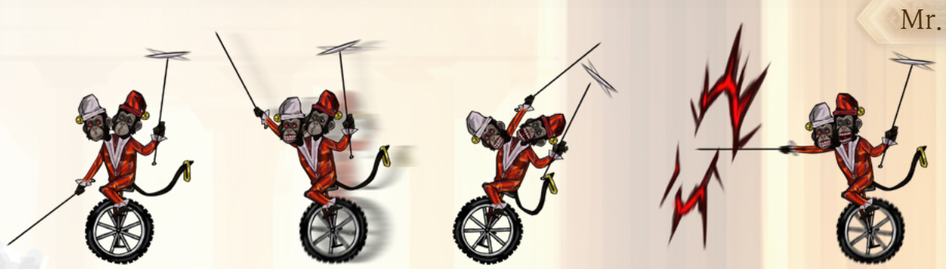
Emma

Noah

Noah & Emma



Mr. Monkey



Mr. Elephant

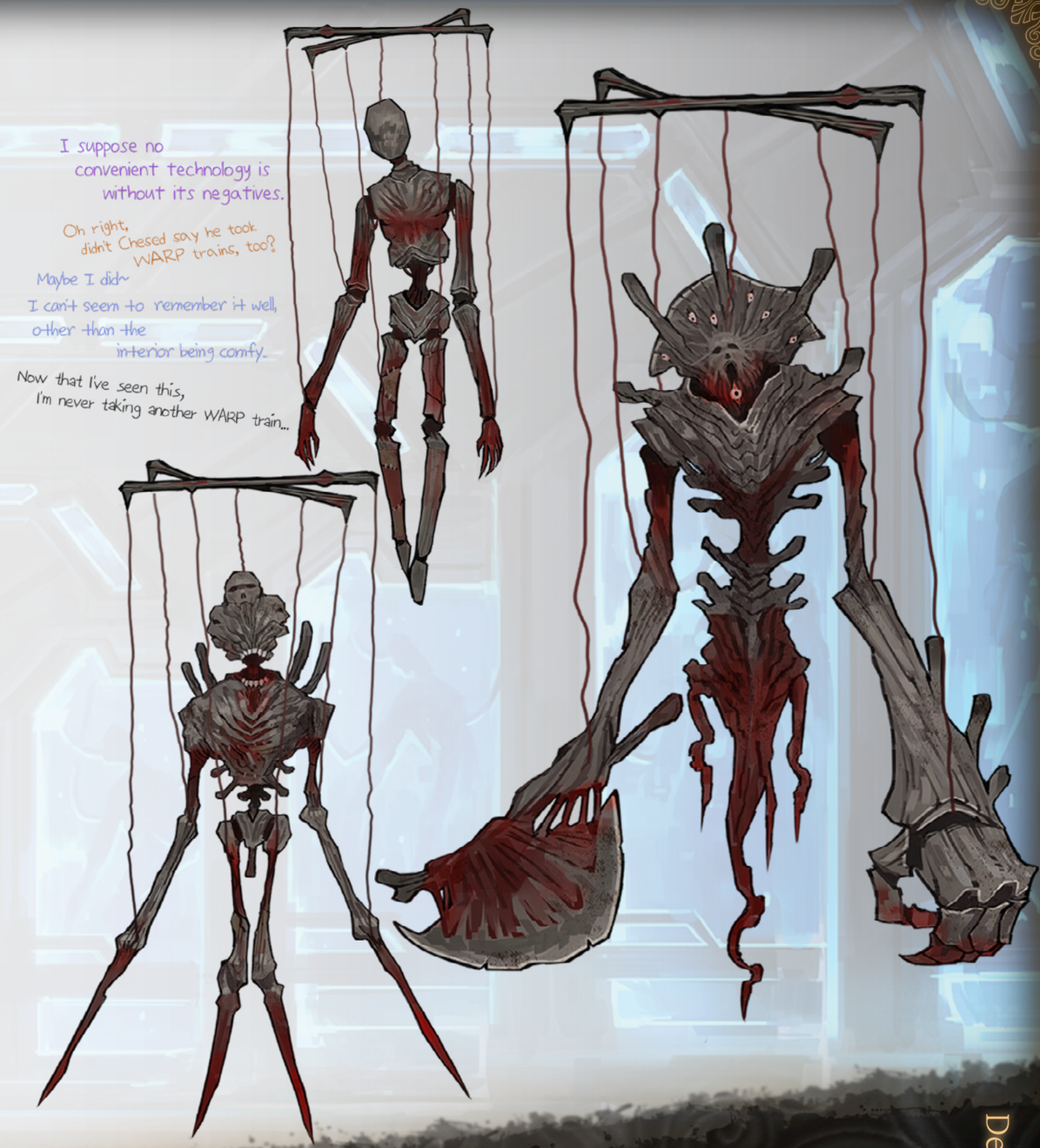
Mr. Lion

Key Page Ver.

Puppets

Have you ever boarded a WARP train? It appears that there are first-class seats that cost a fortune to take. I was curious to know if the price was justified by comfortable seating and quality amenities, but it turns out that the cabin is filled with sleep pods instead. One would wonder why a WARP train which takes no more than 10 seconds to arrive at its destination needs such a thing, but you and I probably know the truth: that taking the first-class seat is the only way to make the trip comfortable.

Alas, it seems that the single measure wasn't foolproof, after all. As is made clear by the first-class passengers that were powerless against an outsider's invasion, made into his puppets. Were they simply unfortunate, or was it rightful retribution for what the wealthy had been committing? Apparently, to the aggressor, whether every passenger in the cabin fit the bill or not wasn't important.



Jae-heon 재헌

VA Park Ju-kwang (박주광)

Age	35 Years
Gender	Male
Height	187cm (~6'2")
Birthday	???
Personality Traits	???
Grade/ Occupation	???
Hobbies	???
Specialties	???
Likes	???
Dislikes	???

Now, shall we get started?
It's time for a little puppetry.

JHR These guests gave me the most fun as I played the game. I personally enjoy a playstyle where you crush your opponent using a creative set of skills, and I remember seeing some people come up with a real spicy deck called the "Music Club" that combines the 8 o'Clock Circus and the Musicians of Bremen, which I had fun with. I usually don't refer to any walkthroughs on my first playthrough of a game, but the strat got me too intrigued to resist, so I checked it out right after getting through the story.

Developer's Notes

LYM I was pleased that the voice the puppets generate as they talk proved to be satisfactory. Gigigigig.

KJY I was thrilled as I worked on this because it was the first point in the story where the Reverberation Ensemble's attire was revealed, if I remember correctly. If you're wondering why Jae-heon is wearing a long coat unlike the others, it's probably because of his preferences. As a side note, Jae-heon's monologue is one of my favorite scenes since it gives off the feeling of a stage play.

KJH The continuation to the exciting story of the W Corp. train. It shows that the rich can escape even the cruel consequences of technology. T Corp's box was shown here to allude to the connection between it and W Corp. And the disappearance of the box was inserted as a reason to raise the Puppeteer's threat level. In the process, I unintentionally gave the players an impression that the box was a setup for a huge twist or something that foreshadows future events. The experience taught me to handle narrative devices more carefully in the future.

Puppets

Puppets

Key Page Ver.

Weighty Puppets

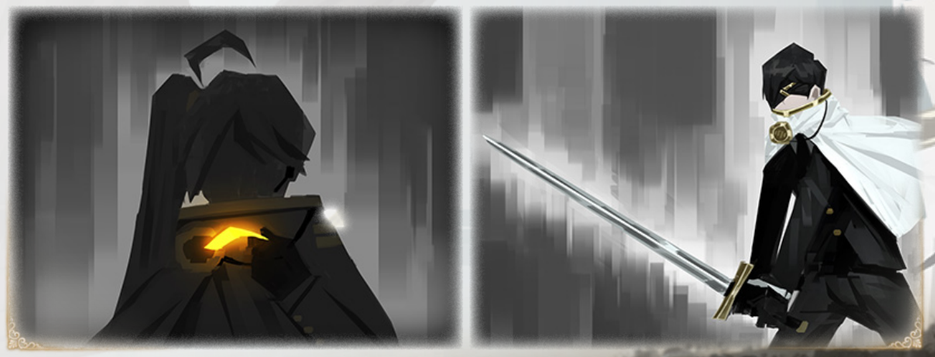
Nimble Puppets

Puppets

Index Proselytes

The Five Fingers that rule the Backstreets each have their own rules and vibes. In particular, the Index is simpler than the others, but tough to keep up with in its own ways. It doesn't ask for protection fees, nor does it demand you to belong to any organization. All you gotta do is carry out the Prescripts that might come to you, anytime, anywhere. A tiny, finger-sized piece of paper that says what the recipient must do··· The content is variable to say the least, ranging from ordinary jobs to cruel deeds. Some Prescripts are simple messages that you can get right away, while others are so complex and vague that they need an interpretation.

Within the Index, there are Messengers that deliver Prescripts and Proxies that act on behalf of the Prescripts. Sometimes, a Proxy might receive the Prescript to punish a slacker who won't carry out their Prescripts. Those who train themselves to earn one of these two ranks are called Proselytes. Weirdly enough, Proselytes wear a blindfold, and if you ask me why··· I guess it's about keeping their eyes figuratively closed to the brutality happening before them and focusing on the Prescripts.



JHR I like that the Index's symbol turned out nice and good looking. Some symbols like the Hook Office's, Smiling Faces', and Sweepers' are ones I feel my personal design style was well reflected in, and I'm especially satisfied with the Index's.

CTH Going highlander in this game isn't a huge penalty since a deck is only 9 Combat Pages large, but there's still little you can do about a bad starting hand.

KJH The index finger is often used to point somewhere; your eyes are naturally drawn to the tip of the finger. The Index points at where the City denizens should go. However, one shouldn't lose sight of the moon in favor of the fingertip that is pointing to it.

KJY I was asked to portray the Index as people who have blind faith in the Prescripts. Their eyes being covered is probably to represent the will to follow the guidance of the Prescripts no matter what. As you can likely expect, the blindfold doesn't hinder the wearer's vision at all.

LJH This is when sprites started to have motion blur effects by default! We started including the trail effects in attack animations as stronger characters began to appear.

The Smiling Faces

It's hard not to remember this Syndicate once you've seen one of these fellers in person. They wear those unusual steel masks and carry smoking pipes as big as themselves. They use those pipes to inhale smoke containing body-enhancing substances, but if others breathe it in··· Well, they say the smoke provides various effects, but it isn't necessarily good.

The Smiling Faces apparently enjoy flaking human flesh into thin fillets to eat··· They're definitely far from the only ones known for cannibalism, but you've got to admit, their flesh fillet is something to behold. It's uncanny how they can make the fillet so thin that you can see through it. Not like··· I want to ever eat it.

Wang 왕

VA Kim Jeong-hoon (김정훈)

Age	???
Gender	???
Height	169cm (~5'7")
Birthday	???
Personality Traits	Reliable · Delicate · Carefree
Hobbies	Sharpening knives on a clean whetstone
Specialties	Flaking thin fillets
Likes	Meat stew cooked with random ingredients
Dislikes	Mud

Jin 진

VA Lee Min-kyu (이민규)

Age	???
Gender	???
Height	172cm (~5'8")
Birthday	???
Personality Traits	Uptight · Scathing · Caring
Hobbies	Tightrope Walking
Specialties	Good Lung Capacity
Likes	Clear paper fans without any pattern · Round Fans
Dislikes	The smell of soybean paste

Mi 미

VA Mun Yu-jeong (문유정)

Age	???
Gender	???
Height	180cm (~5'11")
Birthday	???
Personality Traits	Impatient · Greedy · Frivolous
Hobbies	Engraving designs in their smoking pipe with any spare time
Specialties	Relentless Pressure
Likes	Food (Especially Raw) Brass Spoons
Dislikes	Hotchpotch

LJH The characters have charming and unique designs, but they look so intimidating, I shut my eyes tight when I receive them in the game···

KJY At first, they seemed so familiar and welcoming··· Though seeing them together does creep me out sometimes. I also thought their vital capacity must be amazing to be able to use such a massive pipe···

KDH This was the first Syndicate for me to work on after joining the studio. Despite being in chibi proportions, it was difficult to adjust to LOR's artstyle, and I remember redrawing Wang three times or so. The Hahoetal-shaped smoke in special poses was added by the director's suggestion, and it was a delight to make.

KJH I wanted to make characters with the Hahoetal masks as their defining concept. In a comic featuring a secret royal inspector that I read as a kid, I found the charming arrangements of Korean traditional elements impressive. In addition, whenever I looked at the mask, I found the bizarre smile rather creepy. That naturally led to the creation of this eerie Syndicate.

Wang

Mi

Jin

Smiling Faces

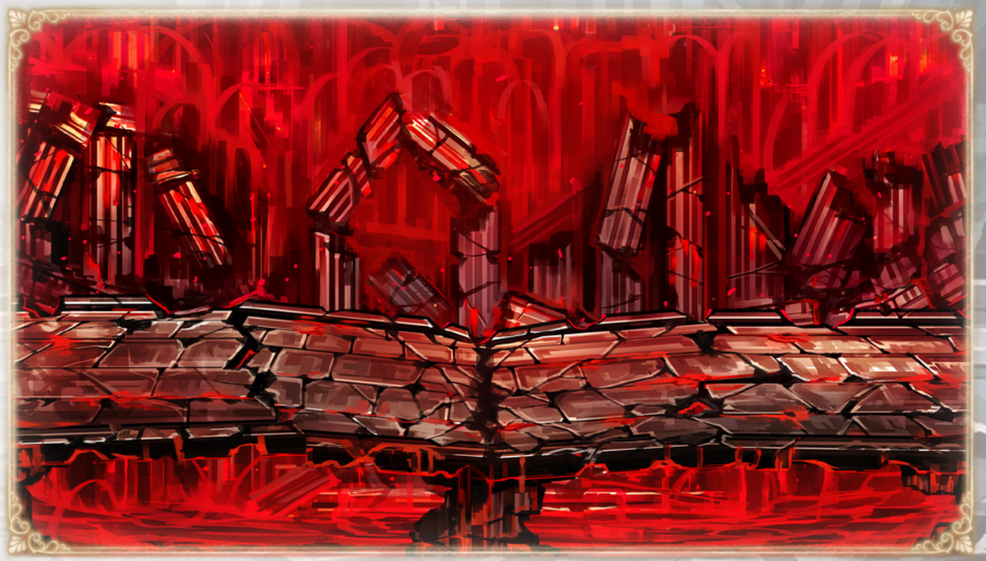
The Crying Children

우는 아이

VA Kim Minju (김민주)

Age	???
Gender	???
Height	220cm (~7'3") / 170cm (~5'7")
Birthday	???
Personality Traits	Unstable · Honest Destructive
Grade	???
Hobbies	???
Specialties	???
Likes	???
Dislikes	???

And last of all, act not.
Make myself happy that way.



KJY The unblemished innocence of a child is sometimes scary. Kids are at that age where they're the most honest with their emotions. Rather than complicated feelings··· they tend to follow a single emotion staunchly.

KJH The battle takes place in a cooled off background, contrasting with the Philip fight. In terms of lore, multiple smaller angels agglomerate to form one giant angel. That's why there are fewer angels in the background as the battle proceeds and why the massive angel gets smaller each time.

CTH The boss battle spans seven grand phases. 7 whole phases in a turn-based game that's already quite time-consuming? Doesn't that mean it requires 7 turns at the very least? It's okay, though; in the internal test version, there were 2 more phases featuring two and four Children, respectively. Does that actually make it 11 total phases when you include the fusions?

KDH I was quite shocked to see Philip end up distorting, when he felt so much like a protagonist. I spent a lot of time considering how we should go about expressing the texture of charred marble, the Salvador- and Yuna-shaped figures appearing in attack poses, effects, and such.

LYM In the early design, the Crying Children had no face. Oswald used to have a line where he compliments the "vivid expressions", which was written because I felt Oswald would be able to find an emotion even in a completely blank face. However, after confirming the content with the director later, the face got multiple eye holes.

The Crying Children

Unseeing Child

Unhearing Child

Unspeaking Child

WARP Cleanup Crew

These are the cleanup agents that tidy up the mess that's been made in the train once it comes back from a long trip through an interdimensional portal. Their job is to board the train that's arrived at the station, accurately separate the amalgamations of passengers' flesh, put them back to their seats, and restore them to their original state. It's possible since not a second of time has "passed" in the train thanks to T Corp's Singularity. It sounds like they can reverse the passengers to an unharmed state using the necessary details like the passengers' genomic info and the molecular structure they scan before departure. Since the passengers are being wound back to a saved state instead of having amnestics administered, they won't ever notice or remember what horrible events transpired during the trip.

The agents seem like they're too used to this job to be fazed by anything they see in the train. Hell, some bring it up in drinking sessions as a conversation piece.

Rose 로즈

VA Kwak Gyumi (곽규미)

Age	36 Years
Gender	Female
Height	181cm (~5'11")
Birthday	August 19th
Personality Traits	Rational · Taciturn · Blunt
Hobbies	Cleaning
Specialties	Sorting stuff and making storage space
Likes	Newspapers · New Tidings New Events New Things in General
Dislikes	People who repeat the same words over and over

Lesti 레스티

VA Lee Sae-byeok (이새벽)

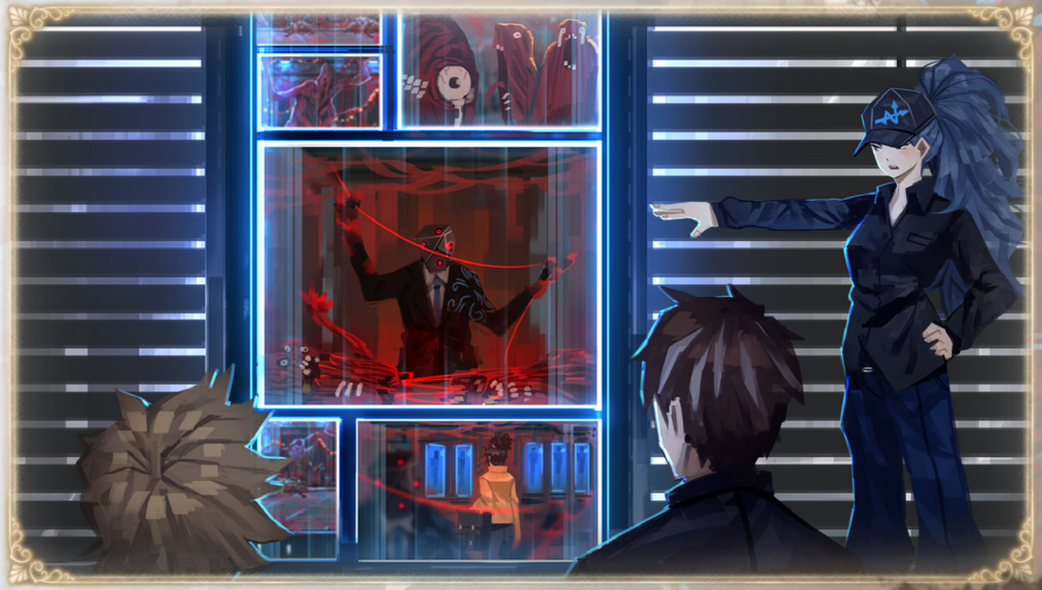
Age	26 Years
Gender	Female
Height	168cm (~5'6")
Birthday	March 11th
Personality Traits	Worrisome · Energetic · Wacky
Hobbies	Exploring must-eat restaurants
Specialties	Flattery (Sweet-talking)
Likes	Good food that everyone can enjoy
Dislikes	Things withan uncertain outlook

Sen 센

VA Chae Jung-woo (채정우)

Age	32 Years
Gender	Male
Height	187cm (~6'2")
Birthday	January 17th
Personality Traits	Irresolute · Relaxed Independent
Hobbies	Reading
Specialties	All-nighters
Likes	Chicken Kebabs · Hats
Dislikes	Food that has too strong of a taste

JHR Unlike most other cases, the illustrations came before the symbol for this group of guests. Based on the artwork drawn by Yunjung the art director, I refined the image into a logo with a touch of my style. On the topic of the WARP Cleanup Crew, while the symbol itself isn't my favorite, I'm a big fan of Rose's design and voice. Her hair color, her personality, her voice, everything about her seems so cool and stylish.



KJY In the CG, I wanted to show the agents taking off all their gear and being in their casual apparel outside of work. They wouldn't be armed to the teeth all the time.

KJH I wanted to demonstrate the power of the employees working for a Wing. Each corporation has its share of challenging tasks, similar to what goes on in Lobotomy Corporation. Maybe there are Wing employees or Wing-affiliated Fixers who are as strong as a Color, too.

KHN I'm personally attached to these characters; is it because these are the first ones I worked on since joining the team? Also, the plot twists unraveled in this episode shook me up. Being my first work with an unfamiliar style, I struggled and consumed a lot of time at first, but I could finish it without trouble thanks to the help and direction from my senior artists. I drew the chibi sprites based on the character artwork designed by the Art Director, but Lesti's weapon is resting behind her back, right? I had fun imagining how the obscured parts of the weapon might look and coming up with a design myself.

WARP Cleanup Crew

Rose

WARP Cleanup Crew

Lesti

Sen

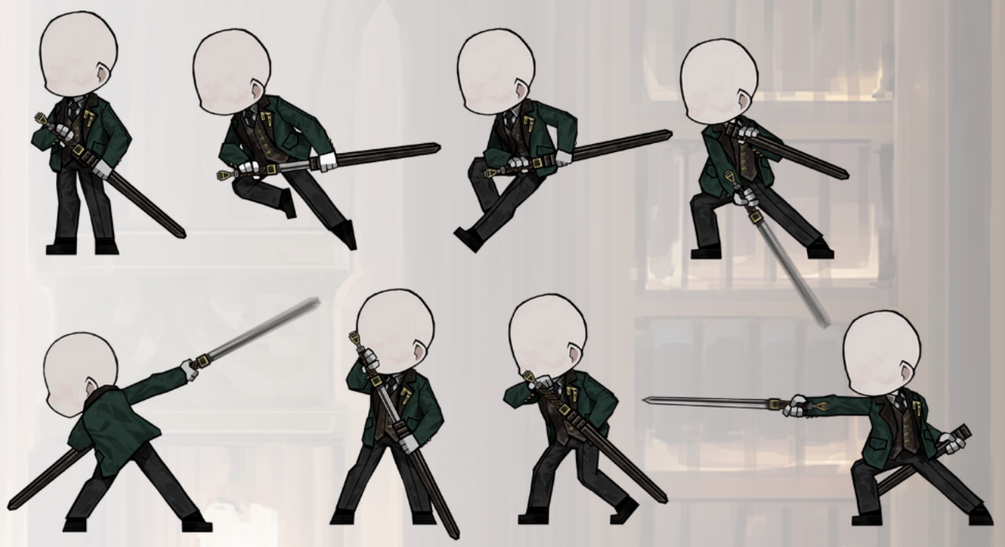
WARP Cleanup Agents

Bamboo-hatted Kim

Blade Lineage Cutthroats

Dante

Seven Association Fixers



Star of the City

‘I try calling each star something beautiful.’

– “One Night I Count the Stars”

얀샛ㄷ요무

The Index Proxies

The Thumb

The Purple Tear

The Red Mist

The Blue Reverberation

Xiao

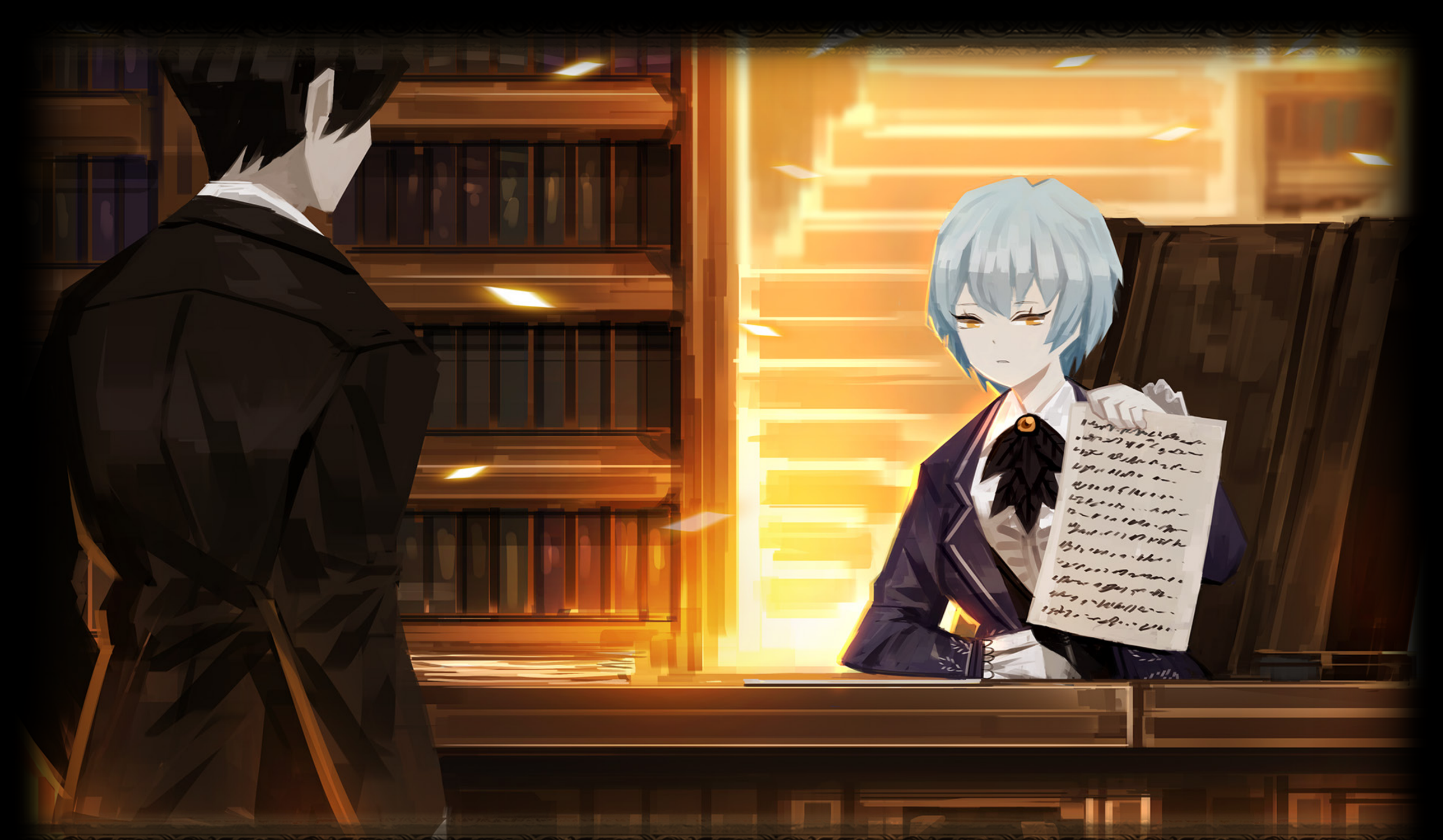
The Liu Association South Section 1

The Liu Association South Section 2

R Corp’s 4th Pack

R Corp’s 4th Pack

Cane Office



Star of the City

‘I try calling each star something beautiful.’

– “One Night I Count the Stars”

The Thumb

The organization that emphasizes hierarchy and discipline above all else. The Syndicate where ruffling a few feathers of someone above you gets you immediately purged. That's what the Thumb, one of the Five Fingers, is about. In other words, you'll be fine as long as you treat those above your rank with the utmost respect. On their own, the rules seem simpler and more coherent than the Index's deal··· Only problem is that the rule of the Thumb is forced upon outsiders as well.

Others might feel that's unfair, but I think I can kinda see why they would uphold the rules without many qualms. It's clear that class isn't something you can have without doing anything. According to them, a position earned through painstaking effort warrants respect.

Kalo 칼로

VA Kim Hyun-su (김현수)

Age	50 Years
Gender	Male
Height	182cm (~6'0")
Birthday	February 10th
Personality Traits	Fastidious · High-handed · Prideful
Hobbies	Poker
Specialties	Leadership
Likes	Chinese Quince Soup Matured Plum Soup
Dislikes	Uncouth Ones

Katriel 카트리엘

VA Kim Sooyeong (김수영)

Age	34 Years
Gender	Female
Height	165cm (~5'5")
Birthday	January 23rd
Personality Traits	Frigid · Unreserved · Acute
Hobbies	Cryptology Studies
Specialties	Gathering and compiling intelligence
Likes	Ham and Cheese Toasties
Dislikes	Intense Sunlight

KDH

Working on the shooting animations, the firing effect, and Discipline was so much fun. All the named characters other than Boris actually had a special pose where they shoot their guns at point-blank range, but it was a bummer to see that few people noticed. Kalo is a pretty cool character, and as for Boris, working on his poses required a lot of thought since he fights with knuckles instead of guns. Being in chibi proportions, I feared that the short limbs might make him only look cute. His face was fortunately tough enough to alleviate my concerns while I worked on him.

But whenever we try to go there ourselves,
the invitation to the Library just vanishes.
It's as if they're refusing to let us in···

That was true up until now.
We tried acquiring it through our subordinates,
and claiming it from others with force,
but nothing worked···
However, I directly received an invitation today.

Denis 데니스

VA Park Ju-kwang (박주광)

Age	34 Years
Gender	Male
Height	146cm (~4'9")
Birthday	September 8th
Personality Traits	Secretive · Self-centered · Radical
Hobbies	Nighttime Walks
Specialties	Barrage Fire
Likes	Still Night Airs · Burning Smells
Dislikes	Spicy Foods

Boris 보리스

VA Kim Daol (김다올)

Age	33 Years
Gender	Male
Height	173cm (~5'8")
Birthday	October 12th
Personality Traits	Merciless · Committed · Personal
Hobbies	Collecting Sunglasses
Specialties	Fistfighting
Likes	Chicken Breast
Dislikes	Wordy People · Private Convos

LYM

Isn't Denis' face in the combat sprite when he attacks so adorable? After reading the story, I wrote down a note about how it'd be fitting to have his face change all of a sudden in the design document, and the artist did a good job expressing that. It's a discarded plotline now, but Boris could've been a boss initially. I undertook the design project for the Distortion, but it was my first time trying a hand at design direction, so the work ended up going wayward···

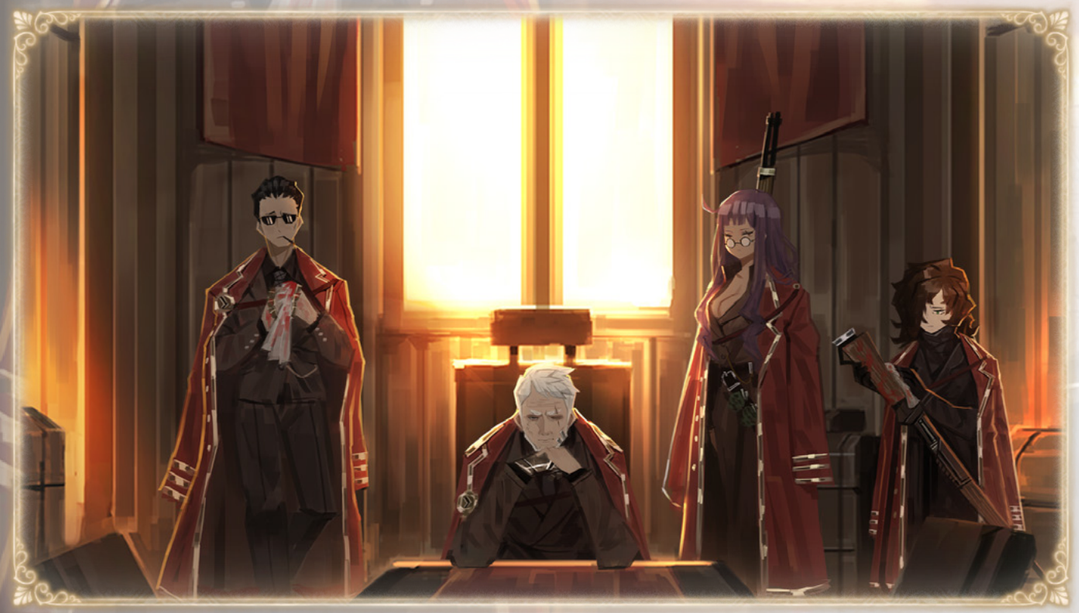
SYJ

If we get to revisit them, I'd like to see a character that's like Tom Hardy with a Tommy Gun.

KJH

Because of their antique design, the Thumb's guns were depicted as muskets or flintlock rifles. However, the idea in my head was closer to a breechloader or a lever-action rifle. In an earlier version of the scenario, the Thumb was planned to have a boss battle instead of the Index, but it was changed since it was deemed too graphic.

The Thumb



Kalo

Katriel

Denis

Boris

Thumb Soldati

The Blue Reverberation

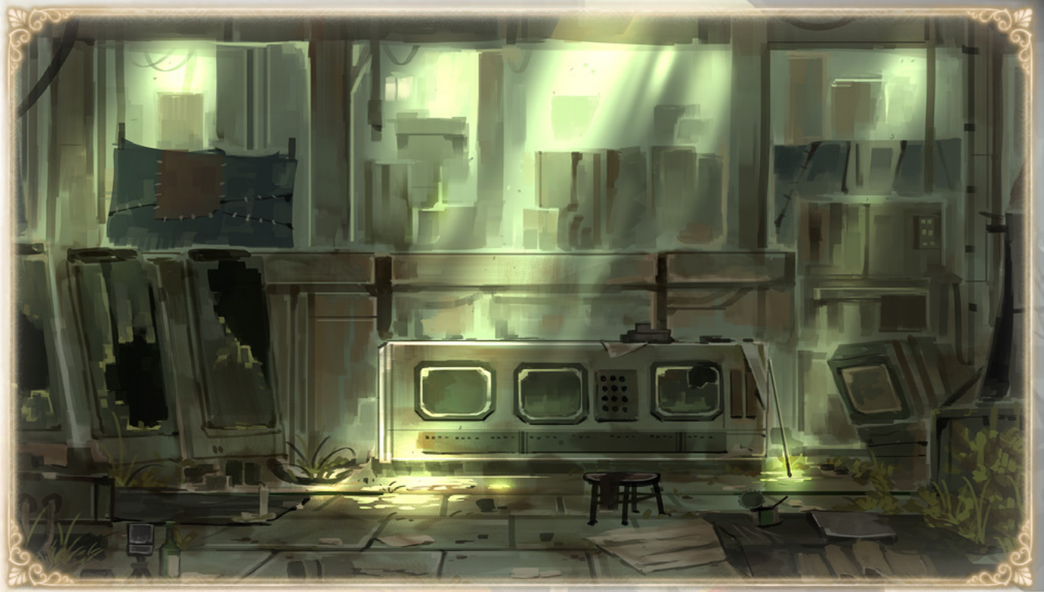
Perhaps he once sought to climb to the summit of Fixer society with his sister, and bask in freedom. The kind of man who wishes to forget the painful past, bearing earnest hope for a bright future where he only needs to see the light ahead. I wouldn't be surprised if he truly did; it is the belief of most people in the City that you are able to live a free life once you're given the title of a Color.

Argalia 아르갈리아

VA Hwang Chang-yung (황창영)

Age	39 Years
Gender	Male
Height	183cm (~6'0")
Birthday	???
Personality Traits	Shrewd · Unhurried Idealistic
Grade	~~Grade 1 Fixer~~ ~~Color of the Blue Reverberation~~
Hobbies	???
Specialties	???
Likes	???
Dislikes	???

"Throughout our lives, we could never quite understand each other… It was through the performance that we could finally see the feelings of one another."



CTH The Blue Reverberation's on a brief constitutional. We set his health high with the assumption that he'll be in a battle where he faces multiple foes at once later, but then his next fight turned out to be a one-on-one duel.

KJY I viewed him as someone who isn't all noble and lofty. We were especially mindful of this detail during the voiceover sessions. He's always laid back and elegant on the outside, but sometimes, he allows a slight hint of emotion to show. I was glad that the voice actor was able to nail that subtle change of tone.

KDH I'm attached to the Gear Worshippers as I handled their designs and poses. Sadly, the Blue Reverberation was next to them and hogged the spotlight all for himself.

KJH I wanted to create a character who is gentle and elegant. In addition, it's hard to grasp what he's thinking, and something about his personality signals he has a screw or two loose. The character was drawn up as a rival to stand against Roland when it was decided that he'd be a protagonist early on.

Argalia

Gear Worshippers

Liu Association South Section 2

This Association specializes in large-scale combat. If I were to list their notable features, they would be the golden dragon imprinted on the jacket, the guandao of considerable size··· and their spirit. They often overpower their enemies with force and strategy unique to the Liu··· and its leaders, more specifically. While it is most certain that each Association has its own distinct character, it would be rash to judge the image of any Association as a whole from only a fraction of it.

Those whom we have seen were confident and gallant in every matter, and there appeared to be a great deal of trust between the members. To believe in their leader and follow them··· While some truthfully place their faith in the commander, there may be others who only follow them because it's their superior. Regardless of the mindset, I suppose they are stirred to action because they saw a clear goal and merit in it.

Lowell 로웰

VA Choi Hyeonsu (최현수)

Age	35 Years
Gender	Male
Height	183cm (~6'0")
Birthday	January 3rd
Personality Traits	Efficient · Genial · Truthful
Grade	Grade 1 Fixer
Hobbies	Cooking · Drying Flowers
Specialties	Negotiation
Likes	Red Dragon Fruit · Curry
Dislikes	Uncomfortable Clothing

Cecil 세실

VA Gabin (가빈)

Age	30 Years
Gender	Female
Height	173cm (~5'8")
Birthday	November 25th
Personality Traits	Composed · Warm-hearted Responsible
Grade	Grade 2 Fixer
Hobbies	Exercising or Training
Specialties	Holding Out
Likes	Lychee · Hami Melon Wing-Chun Dummies
Dislikes	Greasy Food

Mei 메이

VA Lee Myeong-ho (이명호)

Age	28 Years
Gender	Female
Height	151cm (~4'11")
Birthday	June 2nd
Personality Traits	Curious · Dauntless Spontaneous
Grade	Grade 3 Fixer
Hobbies	Reading a book while lying in a comfortable pose
Specialties	Fast and accurate body tackles
Likes	Shrimp Fried Rice · Egg Cuisine
Dislikes	Wool Sweaters

KJH Their gear is equipped with ignition devices, causing a similar effect to Stigma Workshop. I planned their designs with the concept of warriors storming through the battlefield like a raging fire in mind.

KHN I accidentally forgot to give Mei and Lowell gloves in their chibi sprites at first, but that became canon for Mei since it matched her lighthearted personality, and her hands weren't visible in her character art anyway. Lowell was given his gloves back, though. I enjoyed working on the generic foes since their weapon design was in a style I like.

KJY A characteristic detail that had been omitted when the episode was revised is that Mei is knowledgeable about workshops. While not omniscient, she was the kind of gal who could spend all night talking about the weapons she favors. There was also a line where Lowell jokingly retorts in response to Cecil and Mei's antics, which had been removed because it made the scene feel less serious.

Lowell

Cecil

Mei

Liu S. Section 2 Fixers

Cane Office

One of the important things to keep in mind if you wanna stay afloat in the City is the patents on technology. Applying for patents and holding onto them is one thing, but you've also got to respond carefully to lawsuits against your patents. Quite a few Wings came crashing down because of their lackadaisical response resulting in the patent being invalidated. There's a whole book's worth of such cases.

This kind of legal battle over the ownership of patents is called a patent war. In many cases, the proceedings develop into an actual physical conflict between Wings. Although, neither the plaintiff nor the defendant can walk away with much benefit. The biggest winners are the ones who act as intermediates between them. After the whales shoot each other in the crossfire, the scavengers climb out to claim their bountiful loot.

I wonder how they recharge robotic bodies like these?

Nemo 네모

VA Hong Seung-hyo (홍승효)

Age	44 Years
Gender	???
Height	188cm (~6'2")
Birthday	December 25th
Personality Traits	Daring · Self-confident Optimistic
Grade	Grade 1 Fixer
Hobbies	Collecting various canes
Specialties	Conducting Schemes Picking up the pieces
Likes	Cleanliness · Money
Dislikes	Bright bleached white places where even a tiny particle of dust becomes noticeable

Bada 바다

VA Jeong Ui-han (정의한)

Age	27 Years
Gender	Male
Height	184cm (~6'0")
Birthday	February 13th
Personality Traits	Delicate · Particular · Irascible
Grade	Grade 2 Fixer
Hobbies	Collecting tie clips
Specialties	Firm Judgement · Stern Advice
Likes	Situations going as planned
Dislikes	People with foolish reluctance

Martina 마르티나

VA Won Esther (원에스더)

Age	31 Years
Gender	Female
Height	193cm (~6'4")
Birthday	October 28th
Personality Traits	Meek · Introverted Rather Eccentric
Grade	Grade 1 Fixer
Hobbies	Sitting back drowsily and composing her thoughts
Specialties	Getting a quick grasp of the situation
Likes	Leisure · Warm Honey Water
Dislikes	Cucumbers

KJH Nemo earned quite a bit of fame thanks to his dialogue. It was fun writing his lines. Bada is a brother to San from Streetlight Office. There were some keen players who caught on to the connection from the start. And Martina's legs are prosthetics.

KJY I was impressed by the scene where Nemo's voice is edited to seem as if an error has occurred as he screams out loud. ^.^ Following the director's suggestion, we applied the sound design used for one of the Abnormalities featured in Lobotomy Corporation. Reaching that part never failed to make me smile during work. I think it was delightful and good.

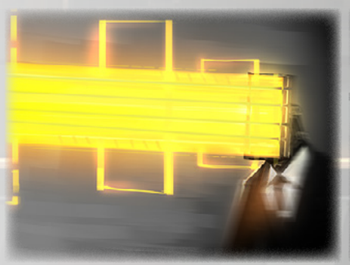
CTH Nemo's manner of speech made it easy to name the pages.

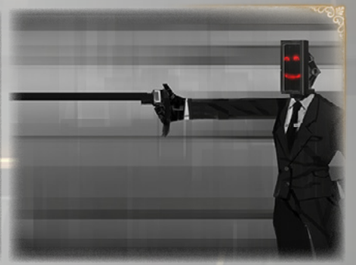
SYJ I saw Bada's name and jokingly asked if he's related to San, and got perplexed by the answer. I mean, I didn't seriously expect it to be real. I personally found Nemo charming for his joviality and craze for money. (Translator's Note: The joke here is that "Bada" means "sea" and "San" means "mountain".)

KHN I tried my best to give Bada's chibi sprite a handsome face. San was included in the list of references for some poses, so I made Bada's poses resemble his while demonstrating Bada's own personality at the same time. They're brothers, after all. It was fun to design Bada's gauntlets which he kept behind his back. I considered drawing Martina's face beneath her hair, but decided to leave this part to the player's imagination instead. I'm partial to Martina's pose where she takes a hit, even though I know it was my job to draw it.

Cane Office

Nemo





Bada

Martina

The Index

"What does a Prescript mean to the Index?" It would depend on the perspective of the person you ask: One might say that it's a predetermined fate you're meant to obey without question as it cannot be changed, and another might say it's a destiny you're forced to accept to live. Those who run away from the cruelty of other Syndicates to come to the Index will realize soon enough that it's not exactly the peaceful haven they sought. I imagine some of those people detest the Prescripts, while others grow numb to them. And it would be fair to assume that most Proxies and Messengers belong to the latter category.

One would think there must be a broad range of motivations behind becoming numb to the Prescripts. It could be the belief that the Prescripts truly lead one to a righteous path, or it could simply be the lack of interest in all things··· Or further yet, some may only be pretending that they've become indifferent.

Esther 에스더

VA Lee Donghun (이동훈)

Age	37 Years
Gender	Male
Height	192cm (~6'4")
Birthday	March 30th
Personality Traits	Devoted · Uninterested · Logical
Occupation	Proxy
Hobbies	Darye (Korean Tea Ceremonies)
Specialties	Discernment
Likes	Acerola Cherries · Lemons
Dislikes	Sickly-sweet Food

Hubert 휴버트

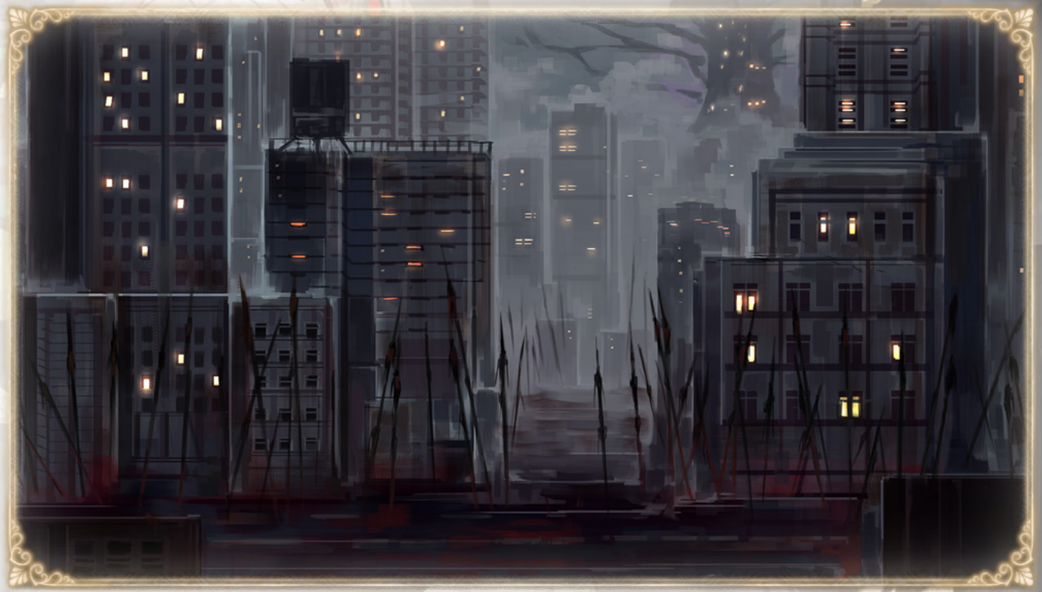
VA Chae Jung-woo (채정우)

Age	35 Years
Gender	Male
Height	205cm (~6'9")
Birthday	January 15th
Personality Traits	Laborious · Restrained · Plain
Occupation	Proxy
Hobbies	Calculating with an abacus
Specialties	Stamina
Likes	Resting in a quiet place
Dislikes	Greasy Food

Gloria 글로리아

VA Yun Ayeong (윤아영)

Age	???
Gender	???
Height	215cm (~7'1")
Birthday	February 18th
Personality Traits	Tactless · Buoyant · Bubbly
Occupation	Proxy
Hobbies	Carefully polishing mechanical components
Specialties	High Mobility
Likes	Shiny Components · Small Things
Dislikes	Gooey Things



KJH I remember admiring how cool the unique moves turned out. The motif for the flower shape in the Index's symbol was aconitum (wolfsbane). I like the scene where Argalia and Esther are standing face to face. Gloria's voice took inspiration from a certain spider-shaped robot from a certain series.

KJY I remember being torn between a cold, robotic voice and a humanlike one when directing the voiceover for Gloria. Eventually, the latter was picked because I wanted to see a lively and cheerful Gloria.

LYM The variation in Gloria's eye in her combat sprites is a charming little detail of this reception. And the reception also features stylish unique moves. The sound effect for 'Decapitation' was my favorite SFX I made in a while, which made me use Hubert's Page often for quite some time, hehe.

KDH After working on the flowers, petals, and attack effect resources, seeing the special moves in action was spectacular. I felt proud to see the scattering blue petals in the Blade Unlocked mode, as it felt like I managed to give the Index a unique characteristic. Having to work on chibi sprites with 14 total poses not too long after I joined felt like a monumental task. It was at least fortunate that the Blade Unlocked mode only added effects to the attack poses and didn't add much workload. Hubert's damaged pose was missing when we first tested it··· Speaking with the programmer, we decided to keep the pose stiff since he looked cooler enduring the hit while standing still.

Esther

Hubert

Gloria

The Red Mist

A Fixer who fights to protect others··· On top of her physical excellence, the Red Mist's deeds were nothing short of heroic; that was enough for her to be held up as an idol by many. Besides, not every Color behaved the way the Red Mist did. I never got to see her at that time since her area of activity was too far away from mine, but having met her in person here, I can say she's actually pretty cool. I see how she could be so powerful, too. I guess some things matter more than sheer strength.

It's not often you get to face yourself.

Kali 칼리

VA Chung Yu-joung (정유정)

Age	30 Years
Gender	Female
Height	180cm (~5'11")
Birthday	April 24th
Personality Traits	Bold · Cooperative · Decisive
Grade	Grade 1 Fixer Color of the Red Mist
Hobbies	Smoking · Light Chatter
Specialties	Perseverance
Likes	Clothes fit for exercise
Dislikes	Bitter Food

There's only one thing I'm looking forward to at the end of it all: Carmen's purpose coming to fruition.

CTH While immensely strong, her position in the game is comparable to a midboss. She had to be an adversary who could be overcome by the player, and at the same time, her pages needed to be usable. Such stipulations made balancing this character a tough job.

KJH I wanted to paint imagery that's simple yet powerful. The horizontal and vertical greater splits were all but confirmed to be her moves from the beginning. Although it couldn't be shown in game, a cloud of blood forms from torn flesh whenever the Red Mist's Mimicry cleaves her opponent. The title was given because of the thick bloody mist she leaves after battle and the appearance of her E.G.O armor.

Developer's Notes

JHR I saw many posts showing disappointment with the Red Mist's symbol when it was first revealed. But there were also many people who were more understanding, explaining that it reflects her character. I understand the confusion with the sudden change in style since all the symbols in LOR outside of one and a half were designed by the same person, but if you had to ask why, the answer is: "It's the Red Mist we're talking about." I combined several cursive fonts and drew the letters by hand to try and emulate the coarse style as much as possible.

LYM The music that plays when the Red Mist's E.G.O is awakened was one of the drafts for the level 1 BGM of the Floor of Language. As soon as I heard the track, I got the feeling that it fits Kali better than it does Gebura, so I kept it safe and waited for the Red Mist update.

LJH This was my first time working on animations; the short visual that plays after Mimicry is swung during Greater Split is the result of my work. I had never done moving effects or animations before, but it was a valuable experience, and the programmers implemented it wonderfully.

Kali

Liu Association South Section 1

In this City, acting on your feelings has consequences for both you and the people around you. A lot of matters involve groups rather than individuals, after all. It goes without saying that you have to be more careful if you're a leader. That's why most Fixers try not to get attached to each other; too many couples end up losing their significant others sooner or later. But, once you feel the warmth of someone precious, you can't easily let them go. I sometimes wonder what the right thing to do is, if you lose someone who naturally became a huge part of your life.

Xiao 샤오

VA Yun Ayeong (윤아영)

Age	33 Years
Gender	Female
Height	175cm (~5'9")
Birthday	March 7th
Personality Traits	Proactive · Discerning Awkward with Self-expression
Grade	Grade 1 Fixer
Hobbies	Learning new things
Specialties	Excellent Resourcefulness
Likes	Longjing Tea Work she can wholly focus on
Dislikes	Wasting time sleeping Repetitive Work

Chun 춘

VA Kim Jin-hong (김진홍)

Age	30 Years
Gender	Male
Height	176cm (~5'9")
Birthday	December 7th
Personality Traits	Devout · Frugal · Cool-headed
Grade	Grade 2 Fixer
Hobbies	Quietly listening to others Napping
Specialties	Doggedness
Likes	Matcha · Longan
Dislikes	Graceless Consolations

Miris 미리스

VA Lee Hyun (이현)

Age	30 Years
Gender	Male
Height	185cm (~6'1")
Birthday	October 17th
Personality Traits	Supportive · Fastidious Vigorous
Grade	Grade 2 Fixer
Hobbies	Cooking · Observing small cacti
Specialties	Marching ahead with unstoppable force
Likes	Peppermint Candies · Peaches
Dislikes	Things that go against his sense of justice

LYM I remember watching fight scenes from several wuxia films to help with planning out the poses for the Liu. Directing poses for an Eastern combat style for the first time was challenging in many ways.

KJY Xiao's lines contain a lot of four-character idioms and old proverbs that I personally like. For example, the saying that the cauldrons are broken, which means there's no turning back… My favorite among them is 不因人熱 :D (TL: "To not depend on others' leftover heat." I.e. to be independent, with a possible connotation of reclusiveness or arrogance.)

KJH I participated in a doujin (fan-organized) convention in China once. We met the translator there and had a meal together, and that's when I showed them Xiao's design. The translator commented that a hydrangea would also be a fine choice for the embroidery on the suit, but we eventually went with the dragon design for a militant impression.

KHN When I started, I didn't know Chun's gender. I worked on the chibi sprites without knowing the gender because I believed that emphasizing their personality takes priority over that when it comes to this kind of sprite work.
The Liu Association's characters already have similar outfits, and I didn't want their poses to be identical on top of it. So I gave the poses some subtle differences based on the character's nature. I happened to see people who noticed it make posts comparing the poses and giving positive feedback, which made me exhilarated, and gave me a huge morale boost.

Xiao

Chun

Miris

Liu S. Section 1 Fixers

R Corp. The Fourth Pack

If you ask what R Corp. does, most people would describe it as a massive mercenary company. In addition to the capability of the soldiers themselves, R Corp's biggest strength lies in its ability to replenish its ranks in no time, no matter how many casualties it suffers. Another point of note··· is that all of its teams have a name associated with animals. Each team excels in unique areas. Also·····

Nikolai 니콜라이

VA Bi Ju-eon (비주언)

Age	48 Years
Gender	Female
Height	179cm (~5'10")
Birthday	September 17th
Personality Traits	???·Wise·???
Hobbies	???
Specialties	Leadership·???
Likes	???
Dislikes	???

SYJ I'm a fan of designs that give off the impression of a big sturdy tanker, and that's just what the Rhino Team provides. I was impressed by Maxim's positive spirit that still shines in hopeless situations.

Myo 묘

VA Yi Sae-ah (이새아)

Age	29 Years
Gender	Female
Height	166cm (~5'5")
Birthday	August 26th
Personality Traits	Quirky·???·Chatty
Hobbies	???
Specialties	Rapid Movement·???
Likes	Large Ice Cream Tubs·???
Dislikes	???·Chocolate·???

KDH The Rhino suit was originally designed as a powered suit slightly larger than the body, but as we progressed, the limitations of chibi proportions made it excessively big. I do think bulky makes them look better and more reliable.
Among the Reindeer Team helmets, I like the ones with sullen eyes. Getting hit with a Mind Whip by someone wearing it dazes me.

Been a while, Angela!
I'll drop the formality since the contract's over.

It's good to see a familiar face.

You're playing grown up in your little Library
after you're done being a puppet secretary, huh?

Are you offended that
I might have killed the Red Mist,
the woman you were such a big fan of?

.....

Rudolph 루돌프

VA Lee Seung-haeng (이승행)

Age	33 Years
Gender	Male
Height	177cm (~5'10")
Birthday	December 24th
Personality Traits	Serious·???·Clever
Hobbies	???
Specialties	???
Likes	???·Corn Soup
Dislikes	???

JHR I'm partial to the R Corp. logo because it's one of the simplest symbols I've made, yet it conveys the meaning well. The head of each R has the reindeer's antlers, the rabbit's ears, and the rhino's horn respectively; we trimmed the clutter and left only the necessary elements after constant adjustments.

LYM I find the way the Reindeer Team shake their heads whenever they attack cute. Though, I suppose that's their psyche being shaken in reality···

Maxim 막심

VA Hong Seung-hyo (홍승효)

Age	36 Years
Gender	Male
Height	190cm (~6'3")
Birthday	November 23rd
Personality Traits	Magnanimous·???·Spirited
Hobbies	???
Specialties	Any kind of physical business
Likes	???
Dislikes	???

LYM There were a few characters whose profiles I'd already decided or had in mind, and Myo was one of them. I established her profile when I was writing the script for another part, so I put it in the artbook right away with a few adjustments. As a bonus, the large-sized ice cream tubs are one of P Corp's products.

KJH The name 'Myo' was used based on the idea provided by a backer for Lobotomy Corporation. The motif of her visual design is a lop-eared rabbit. In an earlier version of the script, the R Corp. captains were even more vulgar with their words.

The Index

In the Index, there are a number of roles people are placed into: the commoners, who follow the Prescripts they receive; Proselytes, who perform their duties guided by the Prescripts; Messengers, who deliver the Prescripts; Proxies, who act on behalf of the Prescripts··· and last of all, Weavers, the only ones who know the true identity of the Prescripts. It seems like they guard the spinning wheels and looms where the Prescripts are made.

I doubt anyone knows how many Weavers are in the City or what kind of people they are. Even the Weavers themselves are likely clueless. I guess that's why they stay at their post the Prescripts led them to, because they fear that another Weaver in some other place will send a Prescript their way if they don't obey them. That's the idea··· So, if you ever happen to run into a Weaver, it might be a good idea to listen to what they have to say before you start blaming them for everything. They aren't all that different from the other followers of the Prescripts.

Yan 얀

VA Shim Kyu-hyuck (심규혁)

Age	25 Years
Gender	Male
Height	165cm (~5'5")
Birthday	June 6th
Personality Traits	Composed · Determined · Skeptical
Occupation	Messenger
Hobbies	Calligraphy
Specialties	Improvisation
Likes	Muffler Scarves · Konjac
Dislikes	Extremely Vivid Blackness

Moirai 모이라이

VA Kang Si-hyun (강시현)

Age	28 Years
Gender	Female
Height	186cm (~6'1")
Birthday	March 5th
Personality Traits	Obedient · Optimistic · Fatalist
Occupation	Weaver
Hobbies	Sitting down and listening to the sound of spinning wheels
Specialties	Ventriloquism
Likes	A Warm Cup of Tea · Chit-chatting
Dislikes	The Stillness · The Loneliness

KJH I'm a big fan of Children of the City, the track used for the battle. I planned for the genre to be something like city pop. I remember putting a link to the song titled 'Yanghwa BRDG' [by Zion.T] as a reference in the concept proposal we sent to Mili.

JHR I looked at Moirai's lines and thought she would be fascinating with a voice, and hers managed to become my second favorite in the game, bested only by Sayo. I honestly wanted her to have more screen time after this, and it's a pity the encounter with her was a one-and-done deal. Her voice was a perfect match with that subtly sarcastic way of talking.

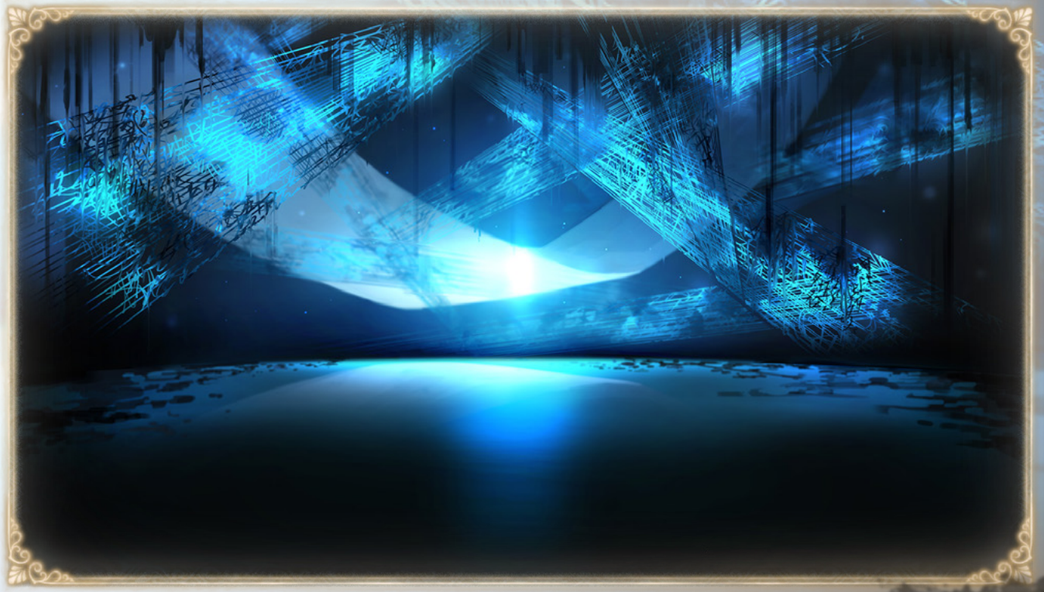
KJY I rather like Yan's spiteful side he had kept hidden. He's calm and unperturbed on the outside, but he's hiding some kind of secret. I wanted to focus more on Yan's past and his inner feelings that couldn't be fully unraveled in the story itself through his Key Page, and I hope the message was delivered well. By the way, I imagined the color of Yan's eyes to be a pearl white with an enigmatic tint.

In fact, Moirai used to be a mysterious character whose face was concealed. Wearing a robe that gave her shade, she would stay an enigma until she parted. The design we have now is as ordinary as any City denizen could get. As we refined her character, she got more talkative and human. Looking at the players' reactions, I saw a lot of them find Moirai's manner of speech peculiar; I wrote her that way to play up her character and shamelessness a bit more. :D

얀섃ㄷ요무

It sounds like there are beings comparable to gods in the City, such as the Prescripts. I think I've seen 'em a few times myself··· although they're not memories I want to revisit. Anyway, they're apparently products of the long-cherished desires the City's denizens hold. That would make the Prescripts of the Index··· a coalition of wishes to have a purpose in an aimless life. It did make those wishes come true in a way, but whether it's a good or bad thing··· is not something I can say.

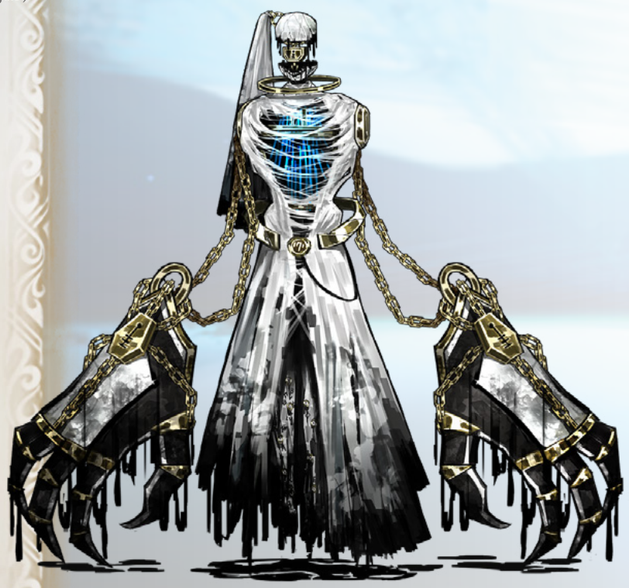
What does it feel like to defy a greater flow? Is that action meaningful enough to risk your life, or is it just tomfoolery? Well, I guess that's beyond our judgement.



얀섃ㄷ요무 enlxmfflsdis

패햐츠ㄷㅁㅊ색: 노햐— 햐ㅛ쳐-ㅗㅛ쳐차 (tlarbgur)

ㅁㅎㄷ	///
ㅎ둥ㄷㄱ	///
ㅗ댜횻	292츠 (~9ㄹㅅ, 7햐ㅜ)
ㅠ햐ㄱ송묘	///
ㅔㄷㄱ내ㅜ미햐쇼 ㅅㄱ먓ㄴ	///
ㅗㅖㅠㅠ햐ㄷㄴ	///
넫챠미샫ㄴ	///
ㅣ햐ㅏㄷㄴ	///
야니햐ㅏㄷㄴ	///



And I hope they can tell me that.
Tell me how I can enjoy this nightmare.

LJH As I designed Yan's Distorted form according to the design document I received, my heart was broken seeing what Yan had become. I liked every concept behind the design, including typewriters, ink, locks, and looms—and I dunno if I managed to weave all of them into his design well···

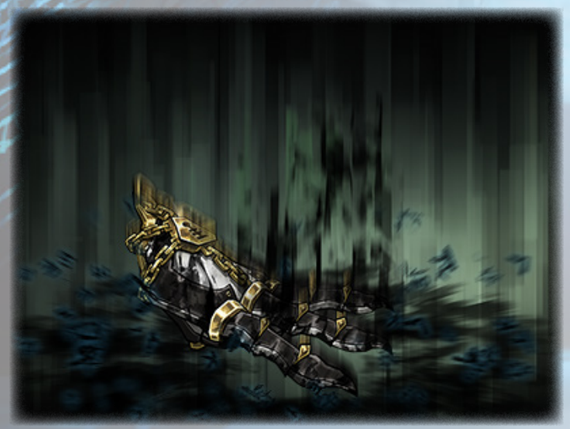
CTH The outline of the fight given to us at first was "The two hands are separate entities, and there are turns where you should go full on defense or offense, similar to Xiao's Power null", but that disappeared without a trace as development progressed. Besides, the pages 얀섃ㄷ요무 used were not usable for librarians outside of a few special ones, so we had to make new ones.

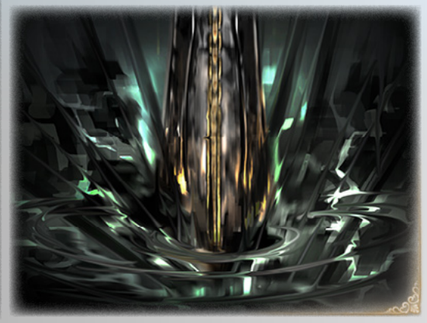
KDH I worked on the chibi sprites for this Distortion, the hands, and the librarian attire version; I loved the characteristic black ink effects. Thanks to that, making visual effect resources was a breeze.
Based on the chibi designed by Lee Jihyeon from the art team, I polished the details and touched it up to make the sprites. While not visible when worn by a librarian, you can see Yan's head and face in the preview image for the Key Page; that's the draft Jihyeon worked on.

KJY The Prescripts shown on the screen during the battle against 얀섃ㄷ요무 were spontaneous ideas I wrote down right away. I tried writing carefully thought out ones, but I think I deleted them all because those didn't carry the ambiguity and bizarreness that Prescripts have. Prescripts are always convoluted, after all.

KJH I wanted to reflect the Prescripts' nature of being seemingly meaningless but ultimately significant after going round and round on the name. I felt that the name 'enlxmfflsdis', which is "뒤틀린얀", [the Korean for "Distorted Yan"] typed with the keyboard set to English, was in line with the message. The translators converted the name appropriately for each language. ('얀섃ㄷ요무' = "Distorted Yan" with the keyboard set to Korean.)

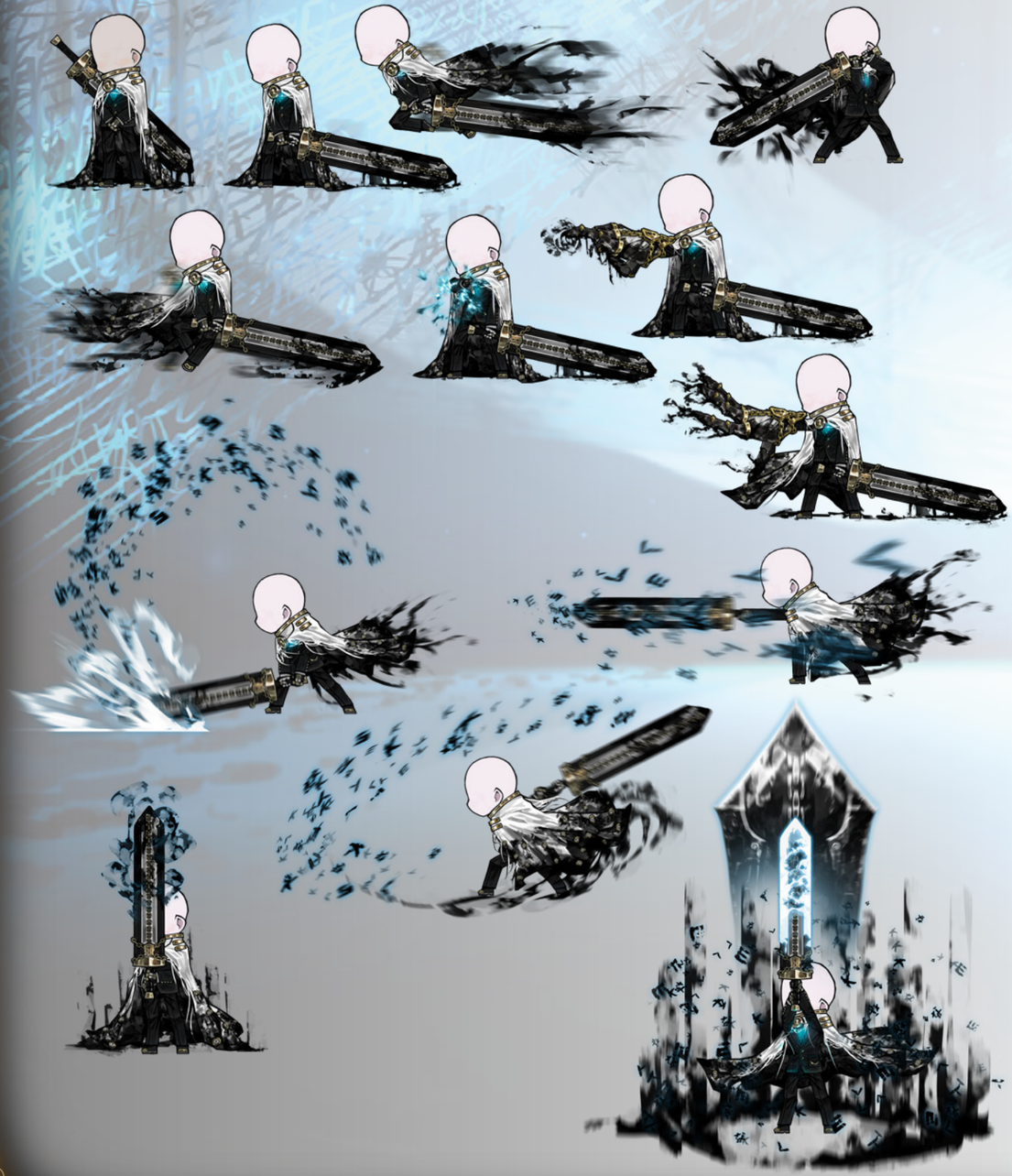
얀샛ㄷ요무



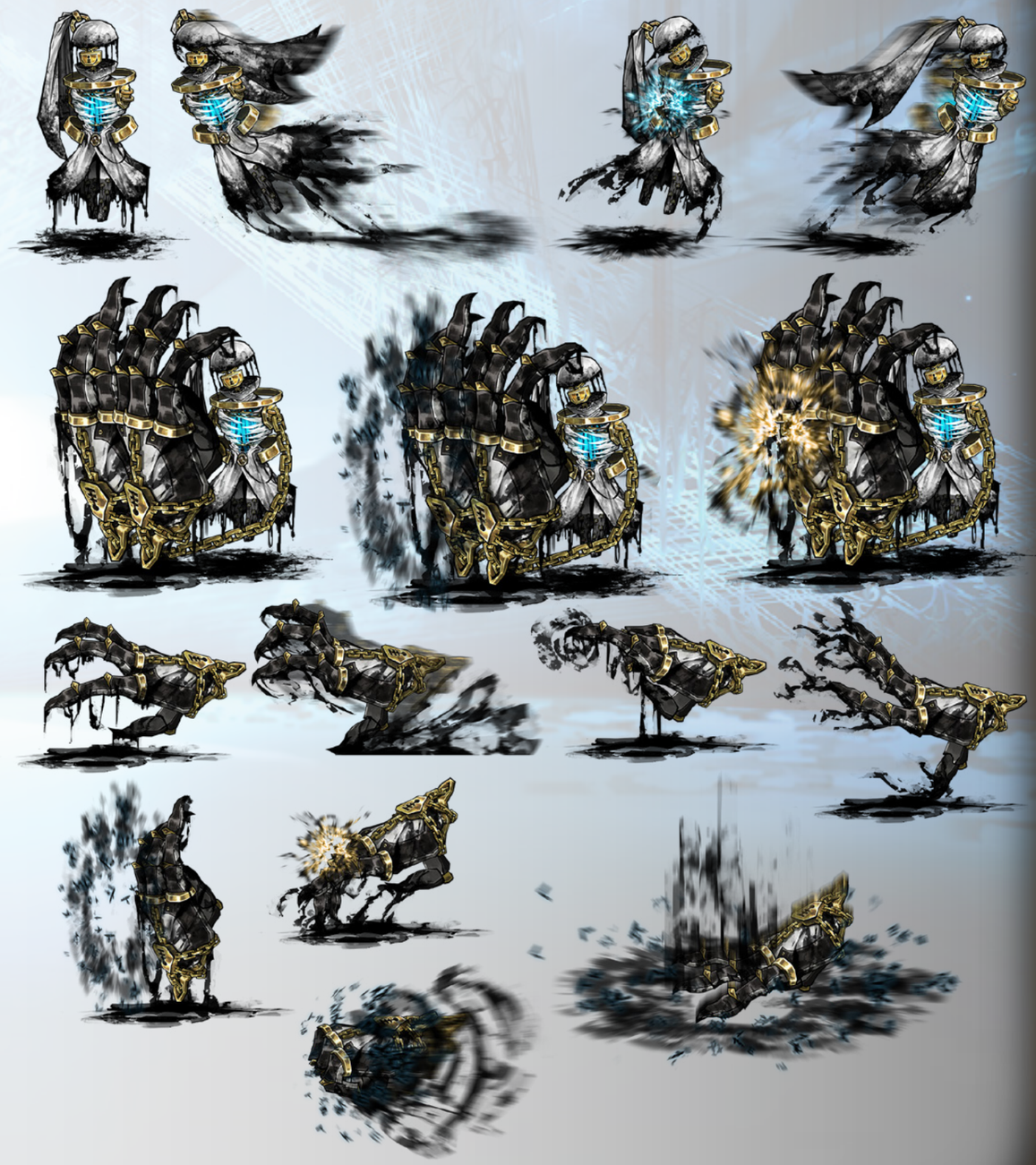


얀샊ㄷ요무

Key Page Ver.



얀샊ㄷ요무



The Purple Tear

She observes the possibilities of numerous worlds using a power of unknown origin to leap across dimensions. What does the Purple Tear wish for; is it a world where her long-lost son still exists? Or one where she could revive that son? Welp, I guess no one else will know. The Purple Tear is so tight-lipped about it, she wouldn't tell anyone. The only thing I know for sure is that she's said she's starting to get closer to the answer after searching for so long. I know this is a pointless thing to think about, but I kinda wonder what other choices I would've made and··· how different I would look compared to now if I had followed another path. Not that it matters.

Iori 이오리

VA Kim Ga-ryeong (김가령)

Age	52 Years
Gender	Female
Height	195cm (~6'5")
Birthday	August 28th
Personality Traits	Seasoned · Private · Mysterious
Grade	Grade 1 Fixer Color of the Purple Tear
Hobbies	Enjoying a cup of tea while reading
Specialties	Keen Insight
Likes	Carambola
Dislikes	Strong Sweetness

All right. Let's see how great this Library place is, shall we?

CTH Being the follow-up to the Red Mist, an already powerful Color, the Purple Tear came out just as powerful. The director provided a definite outline on the passive abilities, so it didn't take long to plan them out, but implementing them took several leaps over the existing systems.

Developer's Notes

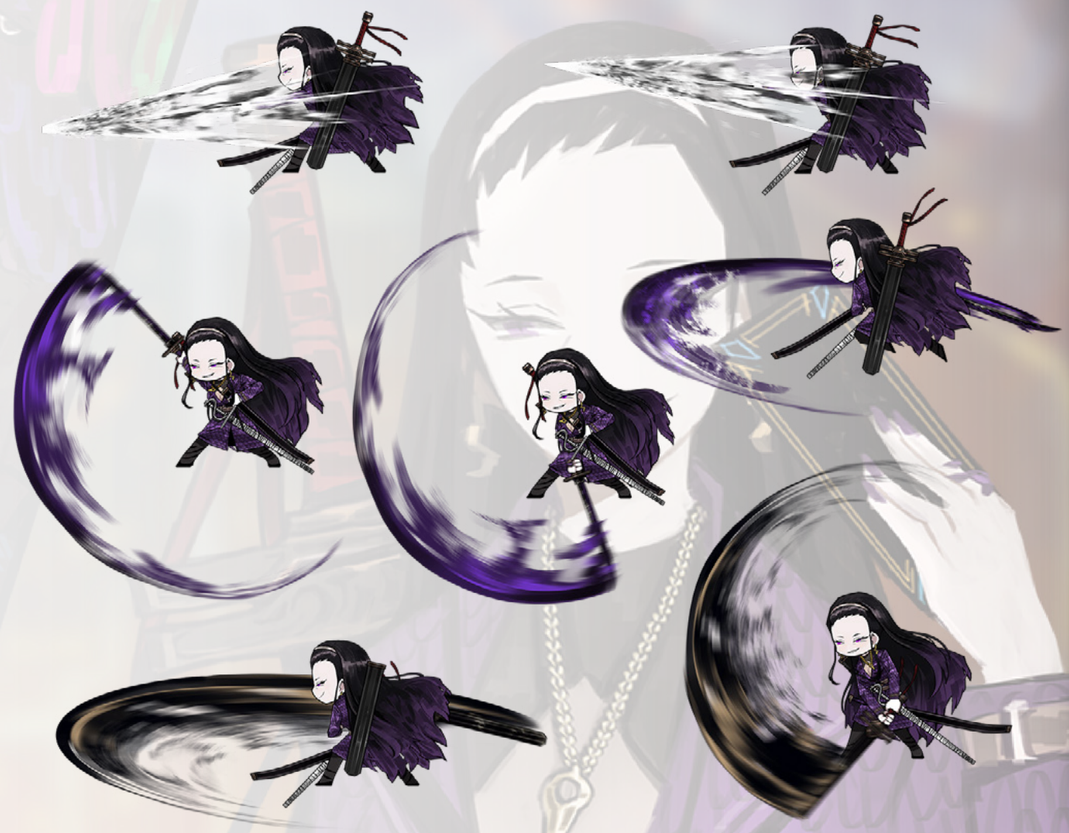
KJY I remember thinking about what direction to take the voiceover. It was so hard to set the right balance between slyness and rigidness, I kept contemplating even moments before the recording started. My concerns melted away as soon as I heard the voice actor's performance, though!

KDH Even in the planning stage, she had a staggering 23 poses excluding duplicates. I made frequent slip-ups while working on her default poses because I was nervous about handling a Color.

LYM Four decks! Four times the poses to plan! Four times the sound effects! A moment of applause for the artists and their hard work···

KJH When we decided on Slash, Pierce, and Blunt as the three types of damage early in the game design stage, we thought of a character who could utilize all three types to the fullest. Making a strong character who has the basics down led to the imagery of a mentor. What kind of knowledge has the Purple Tear amassed in her interdimensional escapades?

Iori



I must wonder how it feels to be able to cherish something. To make choices for one purpose and even forfeit everything else in order to protect what's precious. To restrain yourself from grieving for the deaths of the few to save the many who live on; to risk all you have for the sake of your loved one.

I suppose it's not the most unusual feeling. Everyone vaguely senses it, but no one bothers to delve into it. How could one name it… Love? Sympathy? I don't think it will ever be possible to define this with a single word. A simple word wouldn't do it justice, either. Nevertheless, it is a matter worth considering time after time.

Xiao 샤오

VA Yun Ayeong (윤아영)

Age	33 Years
Gender	Female
Height	175cm (~5'9")
Birthday	March 7th
Personality Traits	Bewildered · Impassioned Self-destructive
Grade	???
Hobbies	???
Specialties	???
Likes	???
Dislikes	???

CTH Fiyah, fiyah, fiyah. The Combat Pages in this column are all red because fire is the primary element.

Xiao 샤오

VA Yun Ayeong (윤아영)

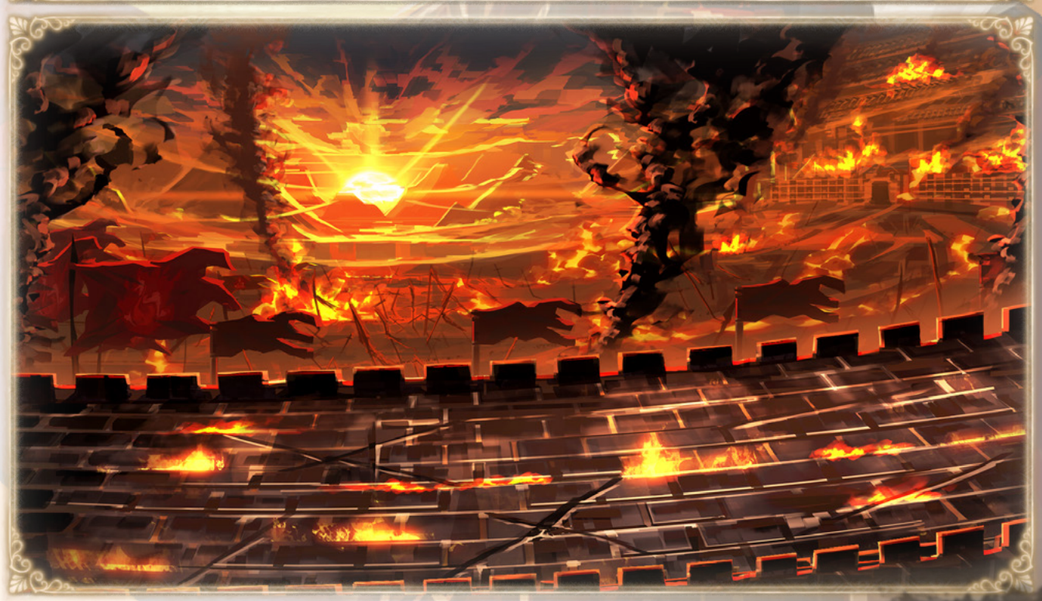
Age	33 Years
Gender	Female
Height	175cm (~5'9")
Birthday	March 7th
Personality Traits	Self-controlled · Collected · ???
Grade	???
Hobbies	???
Specialties	???
Likes	???
Dislikes	???

KJH She's at the middle ground between Distortion and E.G.O manifestation. If Xiao had turned into an Abnormality, there would've been serious repercussions for the City.

Miris 미리스

VA Lee Hyun (이현)

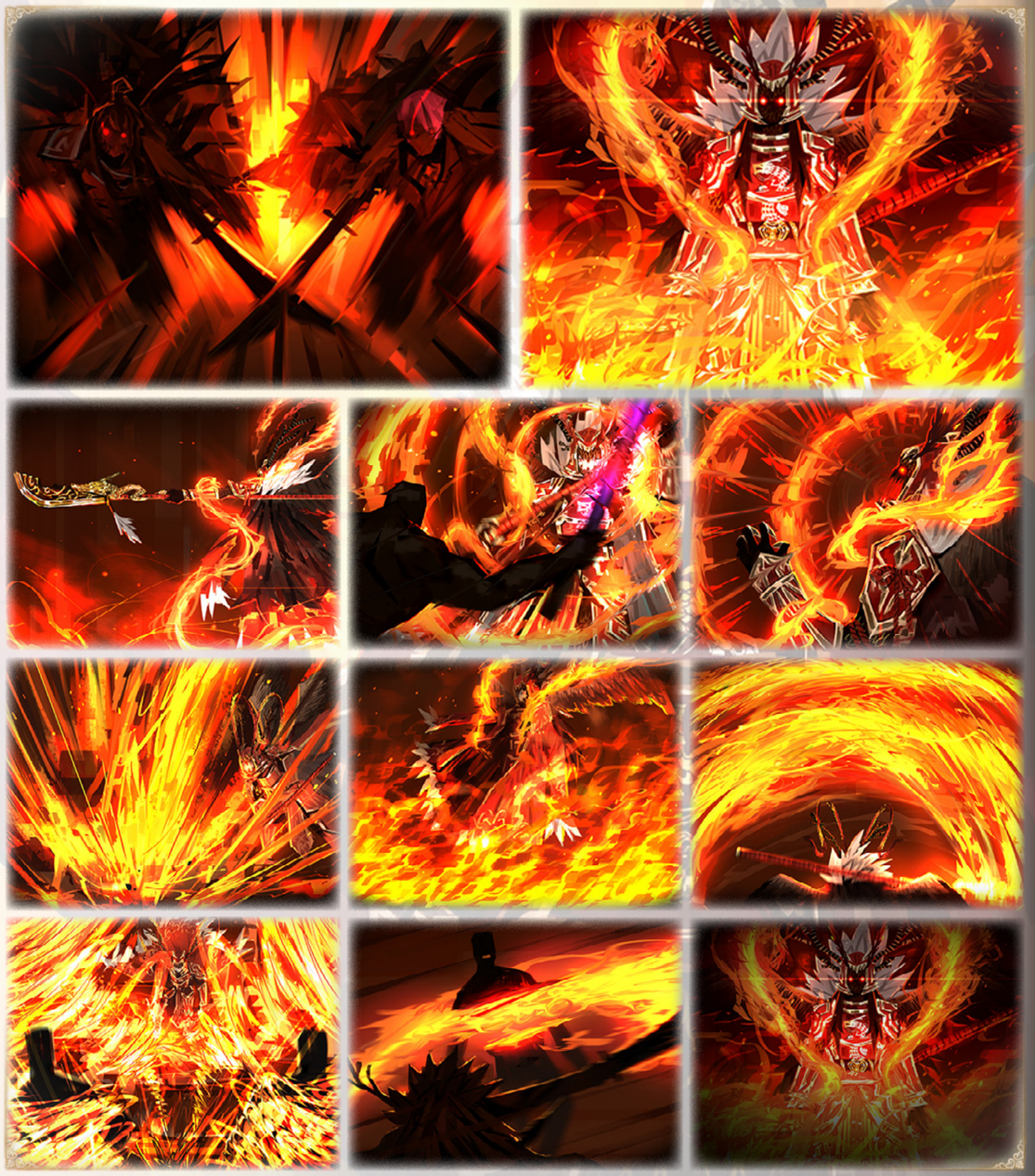
Age	30 Years
Gender	Male
Height	185cm (~6'1")
Birthday	October 17th
Personality Traits	Honest · Loyal · Sincere
Grade	Grade 2 Fixer
Hobbies	Cooking · Observing small cacti
Specialties	Marching ahead with unstoppable force
Likes	Peppermint Candies · Peaches
Dislikes	Things that go against his sense of justice



KHN It's Xiao, the Section 1 Director of the Liu. She's grieving over losing her lover a few days before their anniversary. I was asked by the director to make her appear the most serious. That's the reason why her facial expressions are more intense than most other characters. I heard many times that Xiao plays a very important role in the story, so the pressure was real when I worked on her art. I had the chance to design Xiao's sword in the process, and it was enjoyable as an enthusiast of Eastern aesthetics.

KJY The characterization underwent significant change during development. The key concepts for the first version of Xiao's story were "having all but one eye closed to everything else, while the open eye stares clearly into vengeance and wrath" and "a dragon that cannot fly into the sky, as it carries two cintāmaṇi (wish-fulfilling jewels) at once." I thought the script was a bit too highly charged and that a plot of pulling oneself together and fully manifesting E.G.O would suit Xiao the best, so we turned it around. I remember strongly asserting my desire to write the script that way, hehe. By the way, if you carefully look at Xiao's neck, you can spot a scale grown in the opposite direction.

Xiao



Xiao 샤오

VA Yun Ayeong (윤아영)

Age	33 Years
Gender	Female
Height	175cm (~5'9")
Birthday	March 7th
Personality Traits	Grateful · Heartfelt · Ironlike
Grade	???
Hobbies	???
Specialties	A Strong Will An Inextinguishable Spirit
Likes	???
Dislikes	???

Even if I am alone, night will come.
And every night is followed by dawn…

LJY

I got invested in the story of Lowell and Xiao for a long while. And I became enamored with the theme song 'Iron rotus' [sic], I would listen to it on repeat at work. I hope the two continue their lovely relationship together in the City.

CTH

The more virtuous a character is, the harder it gets to design a boss battle around them; you have to be careful not to break the character when you give them weak points. Ultimately, a gimmick was made based on the idea of the reverse scale, a popular concept associated with dragons.

KDH

Drawing fire for this character was such a fun task. The trail effects in particular were a delight to work on.
The background was a lot of work. I had to redraw it once because I misunderstood the plan… Still, I was overjoyed to see the background I made be used for the video that premiered on Youtube. That made my confidence rise for future background art.

KJY

The motif is an yinglong, a dragon in Chinese mythology said to have the wings of a hawk; it is also said that a dragon who has lived for a long time can shroud its body with flame. It's unfortunate that she became rather over-designed because I was unable to cut down to size the ideas I wanted as direction went on. I referenced the OST of a certain animation-based film for Xiao's theme song. I was impressed by the way she overcame the initial confusion and gradually strengthened her resolve as she moved forward. In the case of Iron Lotus, that was more apparent in the lyrics than the melody. I am fire~

R Corp. The Fourth Pack

KRR

……the Singularity of R Corp. was the technology of human cloning. That was how they were able to send in constant reinforcements during missions to fill in for fallen comrades. Of course, regulations exist to prevent the abuse of the technology, and with the fall of Lobotomy Corp, the major energy supplier, it can no longer be utilized indefinitely. To have the clones fight each other until only the strongest survives… While I doubt that other Wings are any better, I nonetheless find it hard to hold such inefficient and barbaric scenes in high regard.

Nikolai 니콜라이

VA Bi Ju-eon (비주언)

Age	48 Years
Gender	Female
Height	179cm (~5'10")
Birthday	September 17th
Personality Traits	Cold-hearted · Wise · Critical
Hobbies	Listening to instrumental music
Specialties	Leadership · Trustworthy Speech
Likes	Jeolpyeon (Stamped Rice Cake) Jocheong (Rice Syrup)
Dislikes	Small Animals

LYM Rudolph using 'Mind Crush' is really cool…

Myo 묘

VA Yi Sae-ah (이새아)

Age	29 Years
Gender	Female
Height	166cm (~5'5")
Birthday	August 26th
Personality Traits	Quirky · Cynical · Chatty
Hobbies	Hiking · Having Conversations
Specialties	Rapid Movement · Stubbornness
Likes	Large Ice Cream Tubs Round Sunglasses
Dislikes	Bugs · Chocolate The Smell of Rotting Meat

KJH We uploaded a teaser poster for an animation featuring the Fourth Pack of R Corp. on April Fool's Day (KST). There's actually a story treatment we wrote for 10 episodes of that hypothetical animated series, showing events from the build-up to the aftermath of the Smoke War. I hope to make it someday.

Been a while, Angela!
I'll drop the formality since the contract's over.

…
Don't you have any problem?

With what?

You…
You've killed countless clones of yourself.

……So?

Rudolph 루돌프

VA Lee Seung-haeng (이승행)

Age	33 Years
Gender	Male
Height	177cm (~5'10")
Birthday	December 24th
Personality Traits	Serious · Slightly Impish · Clever
Hobbies	Cooking
Specialties	Mental Fortitude · Endurance
Likes	Meat · Corn Soup
Dislikes	Books that describe recipes with too much detail

Maxim 막심

VA Hong Seung-hyo (홍승효)

Age	36 Years
Gender	Male
Height	190cm (~6'3")
Birthday	November 23rd
Personality Traits	Magnanimous · Reckless · Spirited
Hobbies	Light Games
Specialties	Any kind of physical business
Likes	Celery
Dislikes	Jerky

KJY I saw Myo as a character who isn't honest with herself. She still thinks of Kali as her hero, but her attitude toward that former heroine wasn't the warmest. I thought about what she would say to Gebura at the very end, and whether she could keep her feelings concealed until the last moment.

KDH In the original plan, Nikolai's Disposal only had one pose where she slashes the target. After a conservation with the director, two poses (lifting the sword then shaking it off) were added. It was such a fun job, and I still have fond memories of the work. Similarly, Myo got an additional pose for her Mass Attack. A relatively obscure detail is that you can see a paw print on the sole of Myo's boots in her evasion pose during Savage Mode. I made that with love.

Working on Maxim's Ground Crash was a bit of a challenge. The idea of a hammer made purely of energy reminded me of Thor. I deviated from the usual modern-fantasy design and put more emphasis on the fantastical element. Rudolph's hair swaying when he uses Mind Crush was made at the director's request after I was done creating the pose. It took more effort, but it turned out a lot cooler, which I was satisfied with.

Nikolai

Rudolph

Reindeer Team

Maxim

Rhino Team

Myo

Rabbit Team

Rhino Team Cratermark

Allen

Night Awls

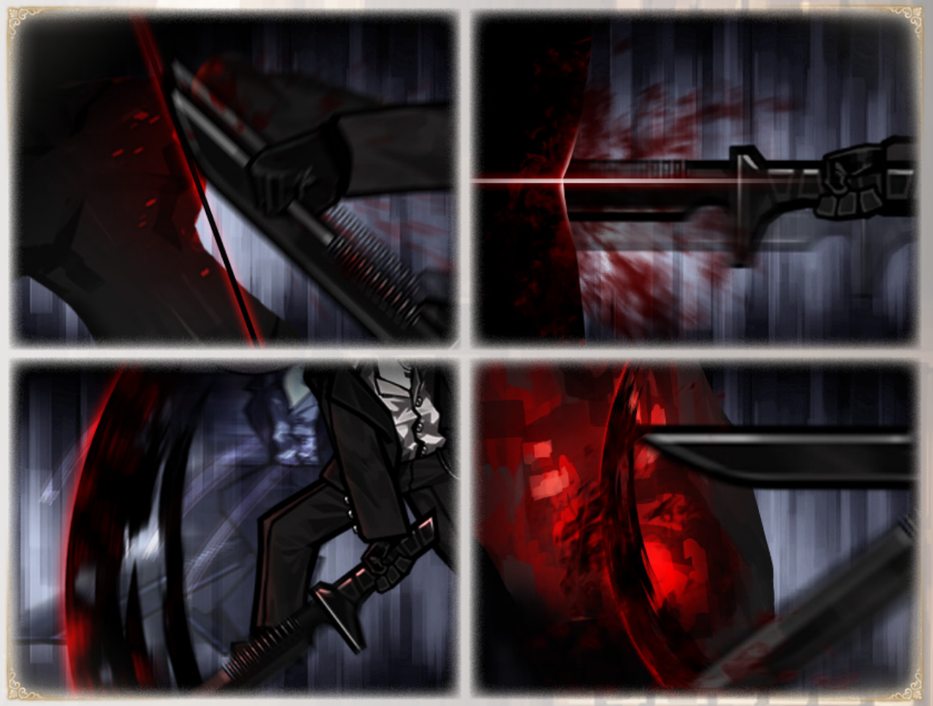
Leaflet Workshop

Yae

Leaflet Workshop Fixers

Dong-hwan
the Grade 1 Fixer

Dong-hwan the Grade 1 Fixer



Bayard's Office

Bayard

Bayard's Office Fixers

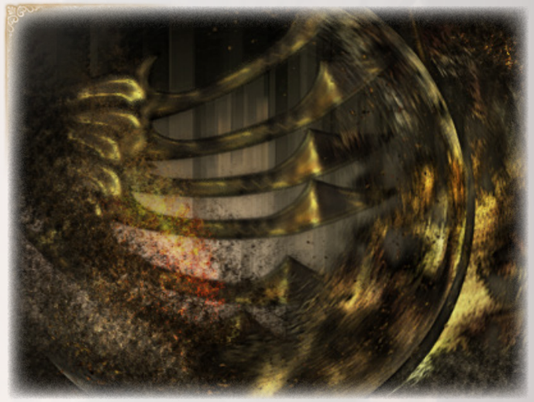
Mirae Life Insurance

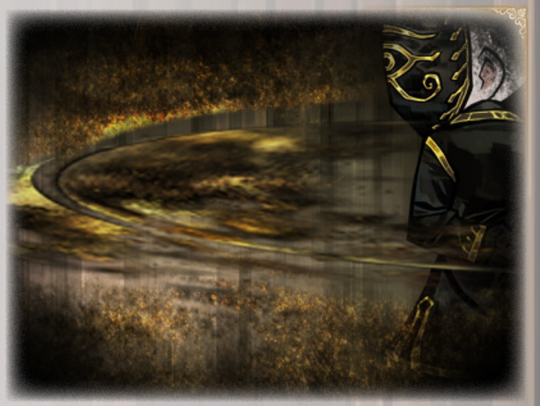
Irina

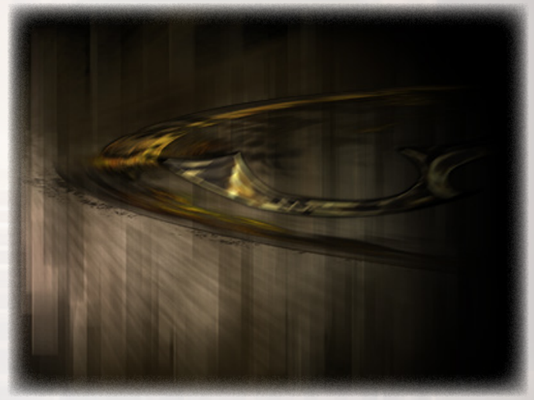
Mirae Life Insurers

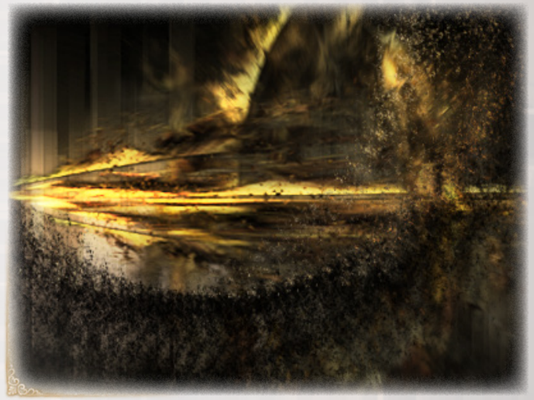
The Udjat

The Udjat









PROJECT MOON

Library of Ruina Art Book I

Authors	Roland and Angela
Contents Planning	Kim Jihoon, Kim Jiyun
Design and Editing	Jin Harin, Kwak Wonji, Kim Youjin
Marketing and Financial Support	Kang Eunse
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PROJECT MOON

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